

DIE HARDER.



DIEHARDER: SECURING THE HEAP

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*University of Massachusetts,
Amherst*

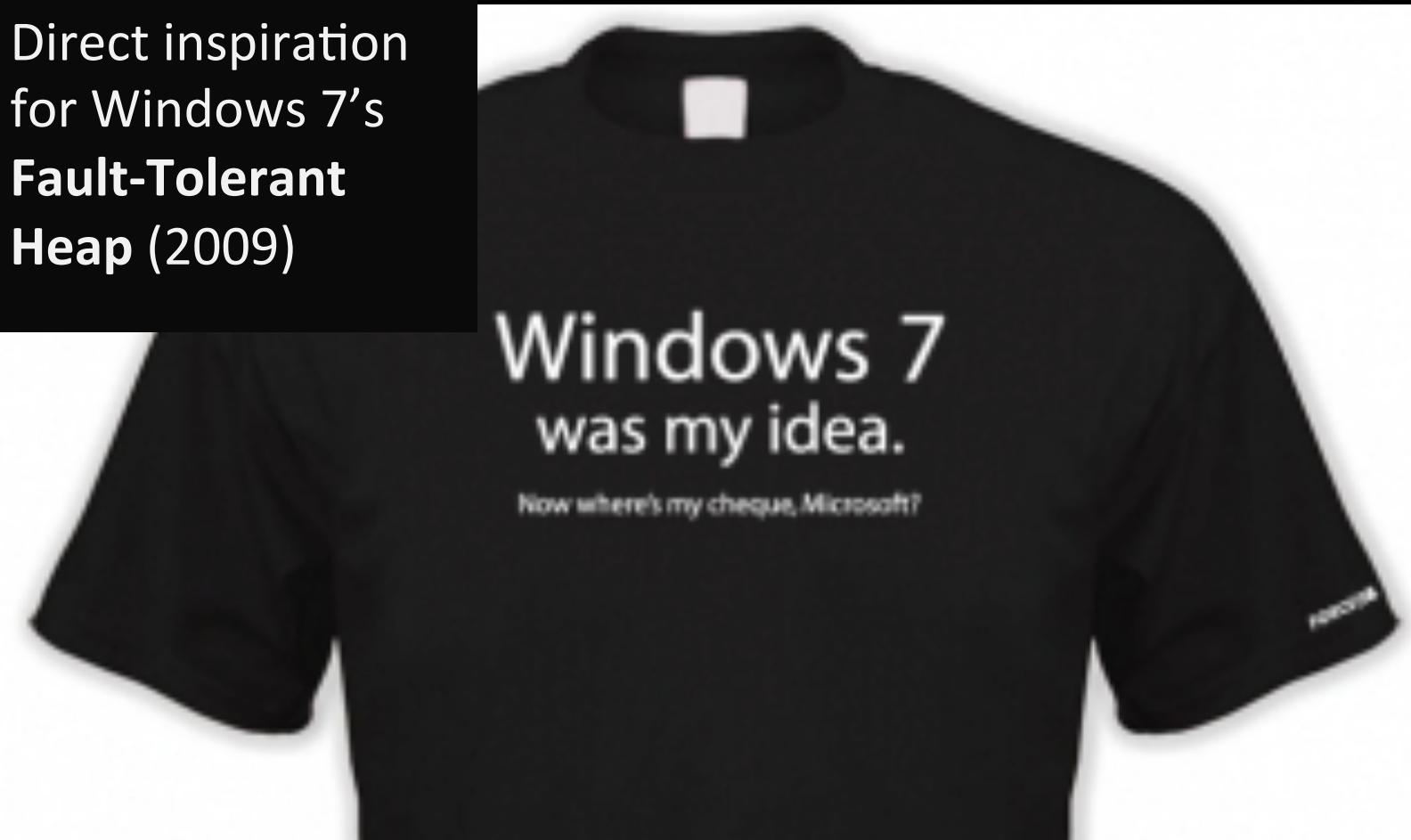


[originally presented at CCS 2011]



DieHard: Probabilistic Memory Safety for C/C++ Programs [PLDI 2005]

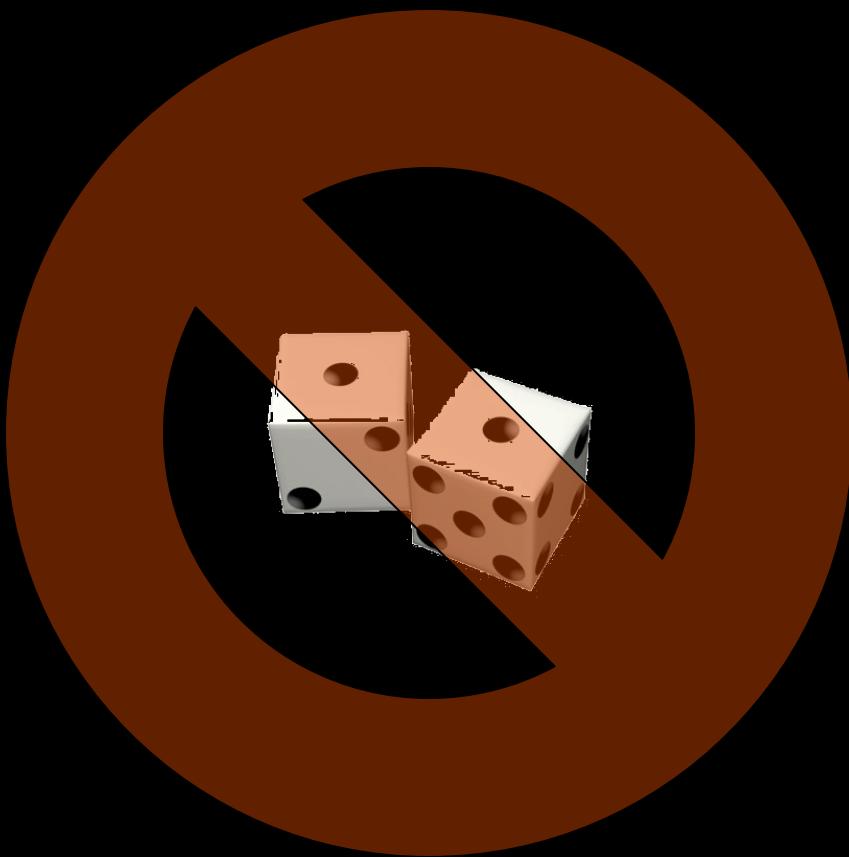
Direct inspiration
for Windows 7's
**Fault-Tolerant
Heap** (2009)

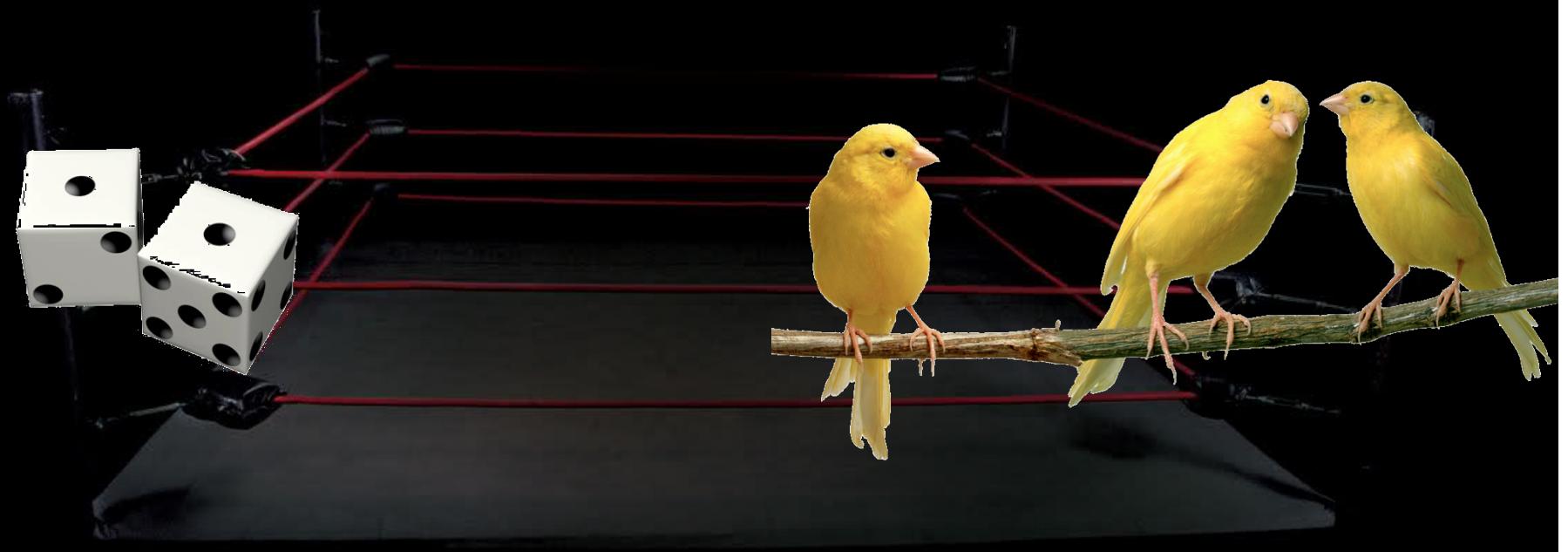




DieHard: Probabilistic Memory Safety for C/C++ Programs [PLDI 2005]















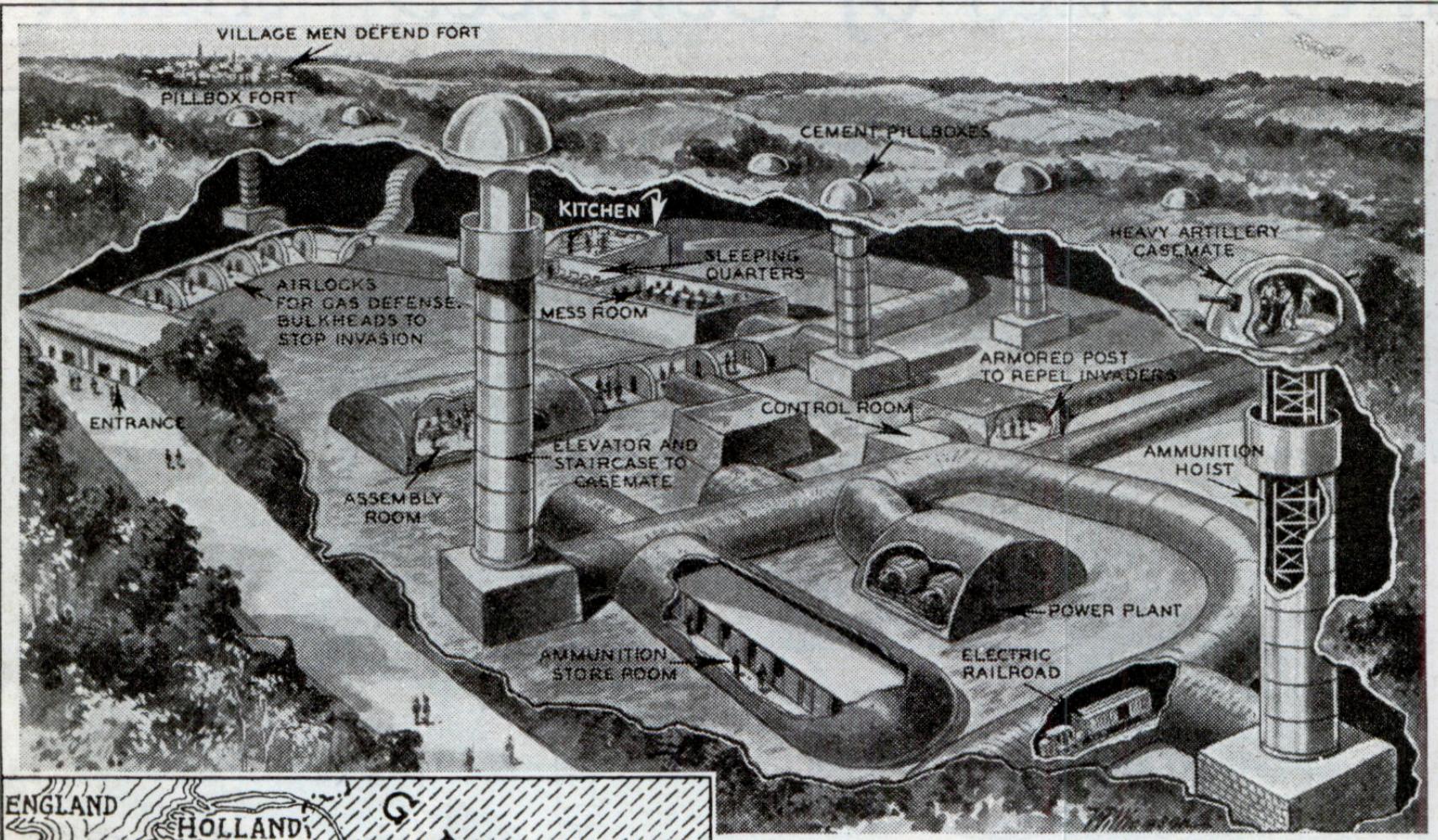








World's Greatest Underground Fortifications Guard France

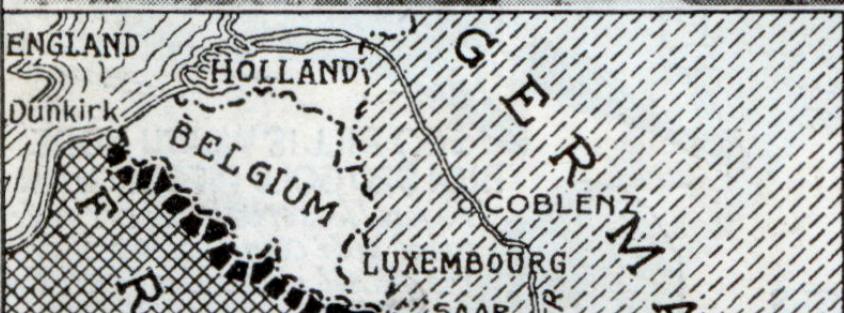
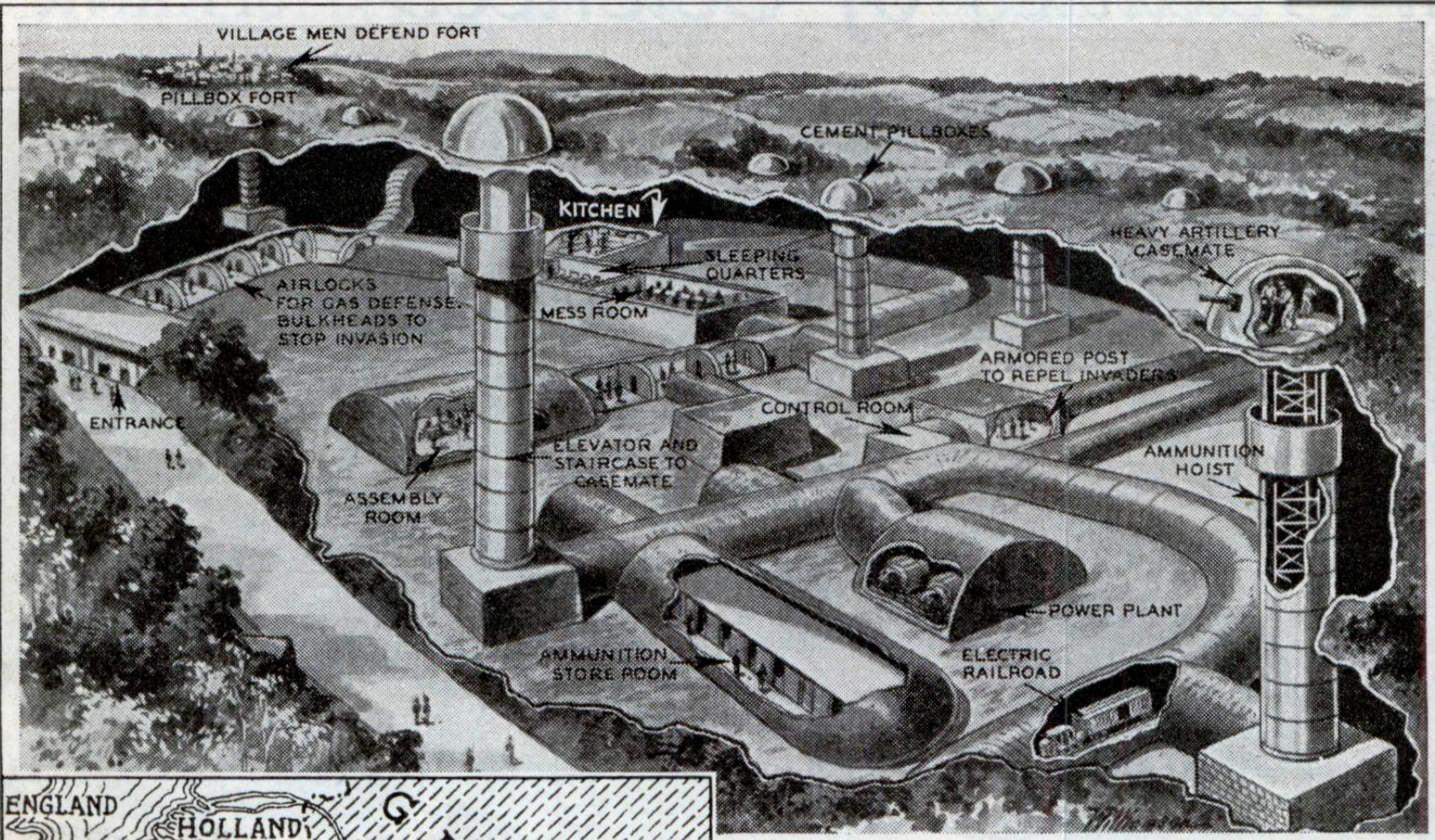


Buried deep beneath hills are the impregnable forts shown in the above drawing. Even railways are provided for.

INVISIBLE and sunk beneath the rolling and wooded terrain in Lorraine is a great underground fortification system 200 miles



World's Greatest Underground Fortifications Guard



Buried deep beneath hills are the impregnable forts shown in the above drawing. Even railways are provided for.

INVISIBLE and sunk beneath the rolling and wooded terrain in Lorraine is a great underground fortification system 200 miles



Solid black line shows location of 200 mile system of French underground forts, opposite disputed Saar basin.



Solid black line shows location of 200 mile system of French underground forts, opposite disputed Saar basin.





THE HEAP



THE HEAP IS NEITHER ANIMAL NOR MAN—BUT A HALF-WORLD CREATURE THAT IS A SAD PRODUCT OF WORLD WAR #1, WHEN THE BODY OF A HALF-DEAD GERMAN FLYER, BARON VON EMMELMAN, UNITED ITSELF WITH SWAMP VEGETATION.... AND IN THE PROCESS WAS CREATED THIS PLANT-LIKE THING THAT HAS THE POWER TO REMEMBER—if not to think very efficiently..... AND NOW.....



Ages
10-Adult

Move hidden
value pieces
to defeat your
opponent and
capture his flag

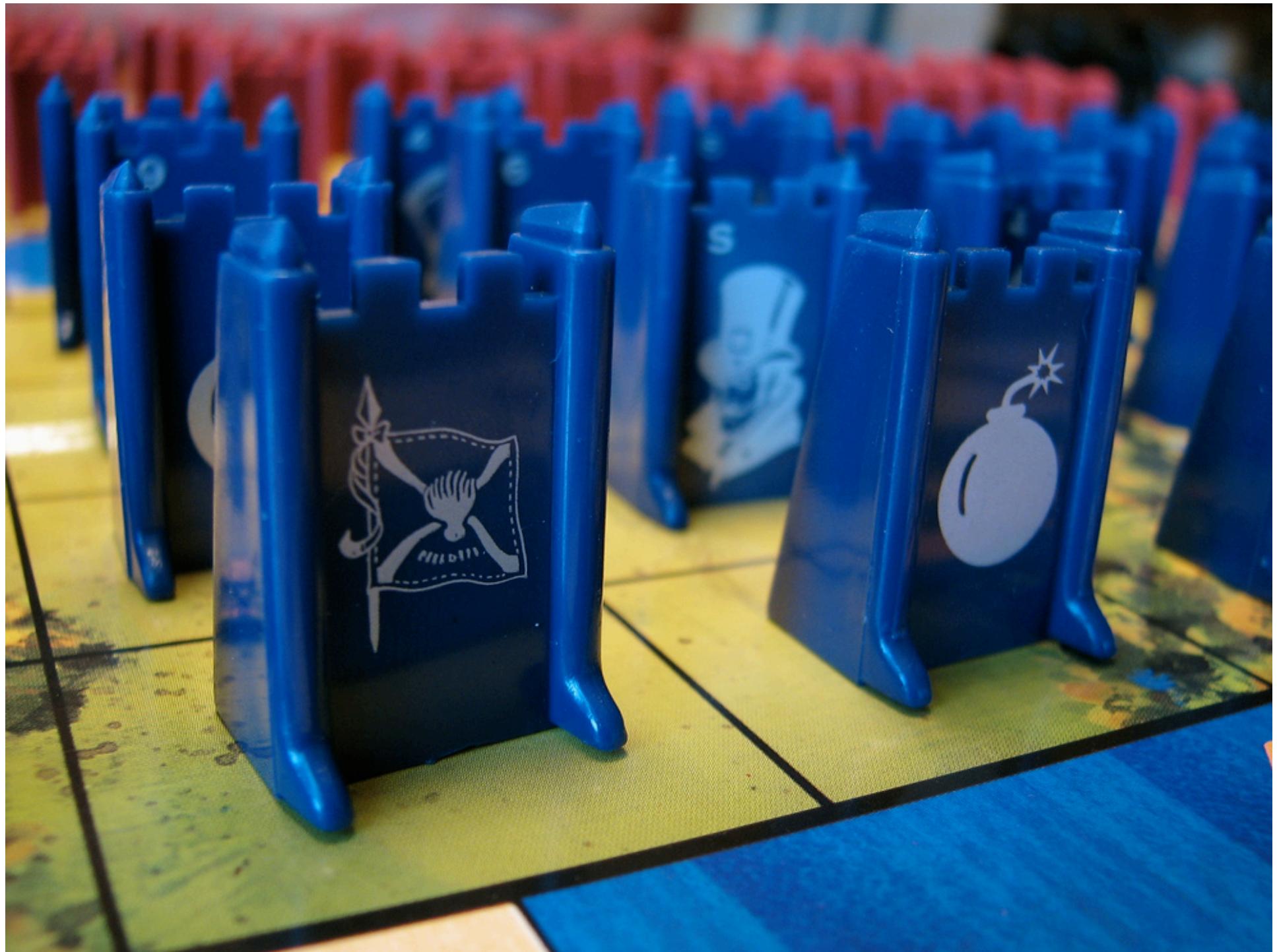
2 Players

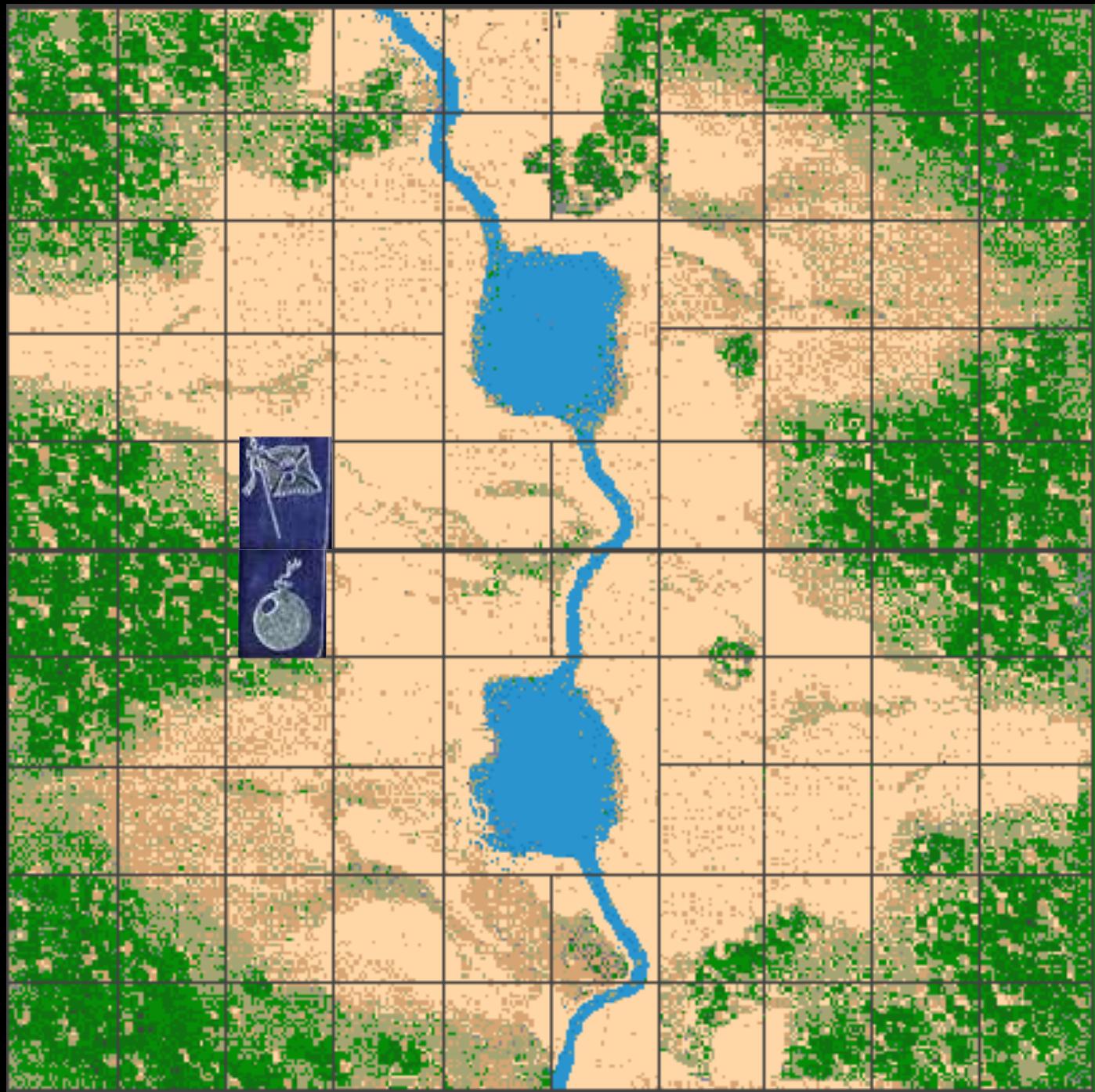
MILTON
BRADLEY
Company

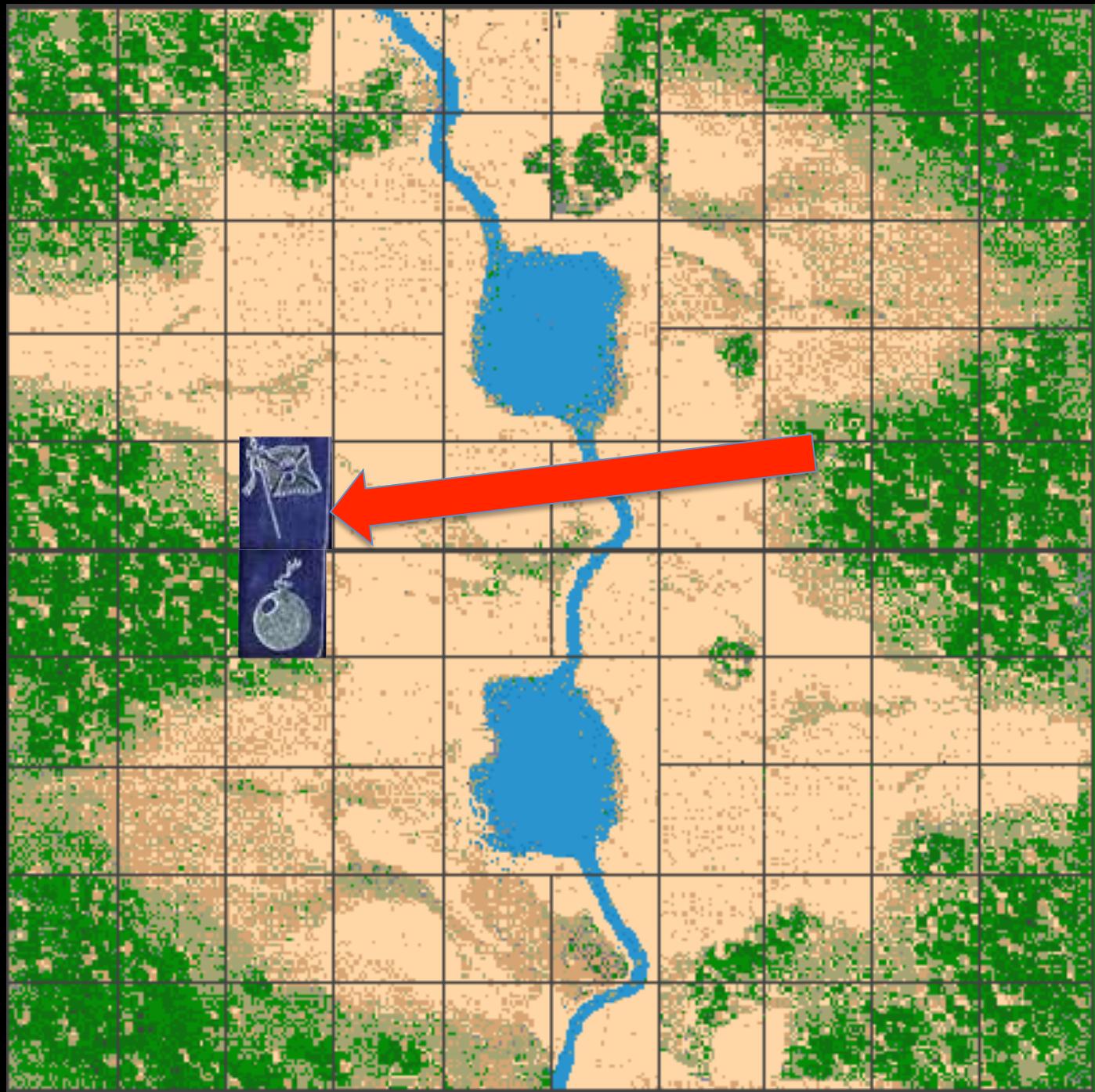


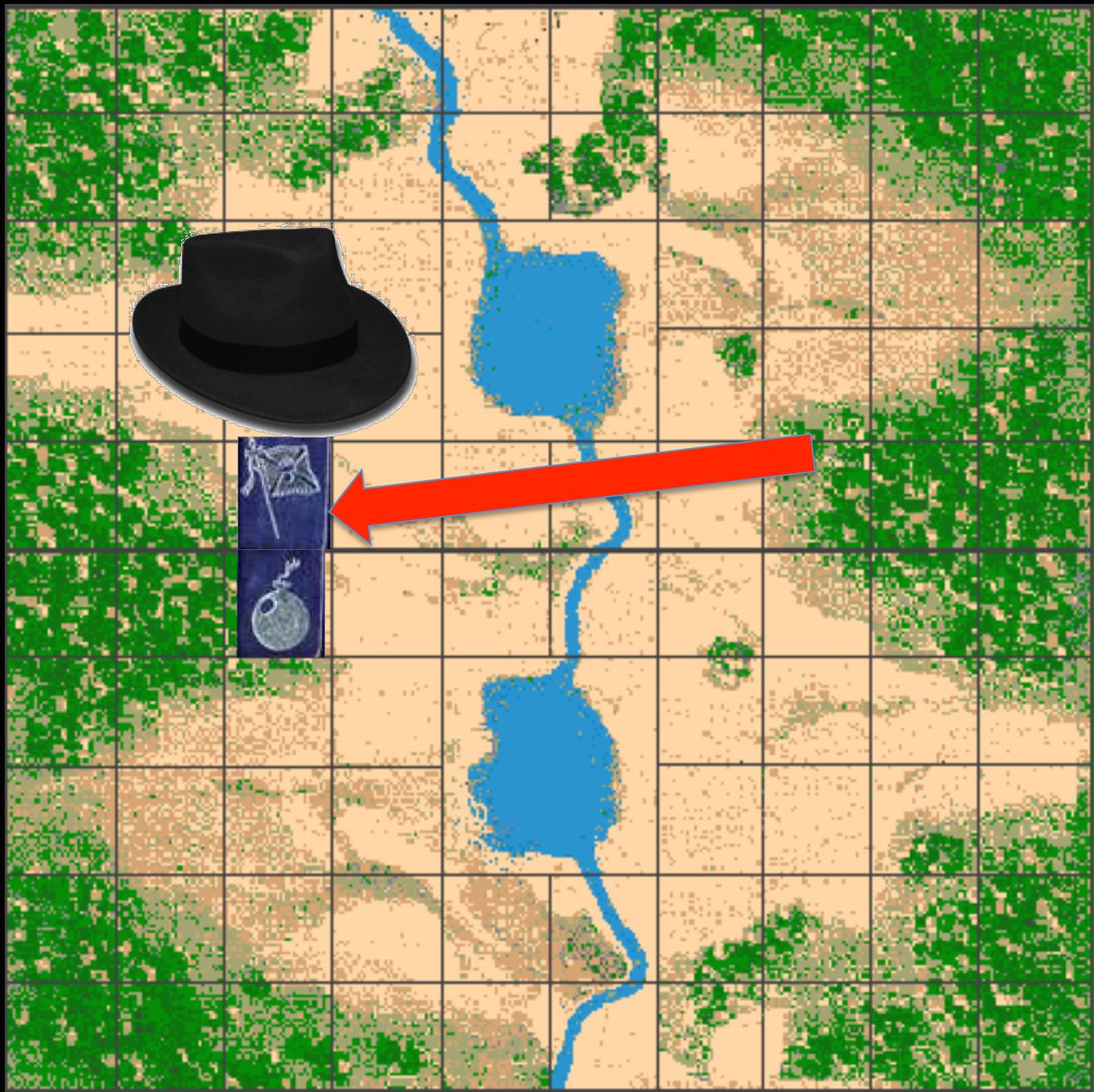


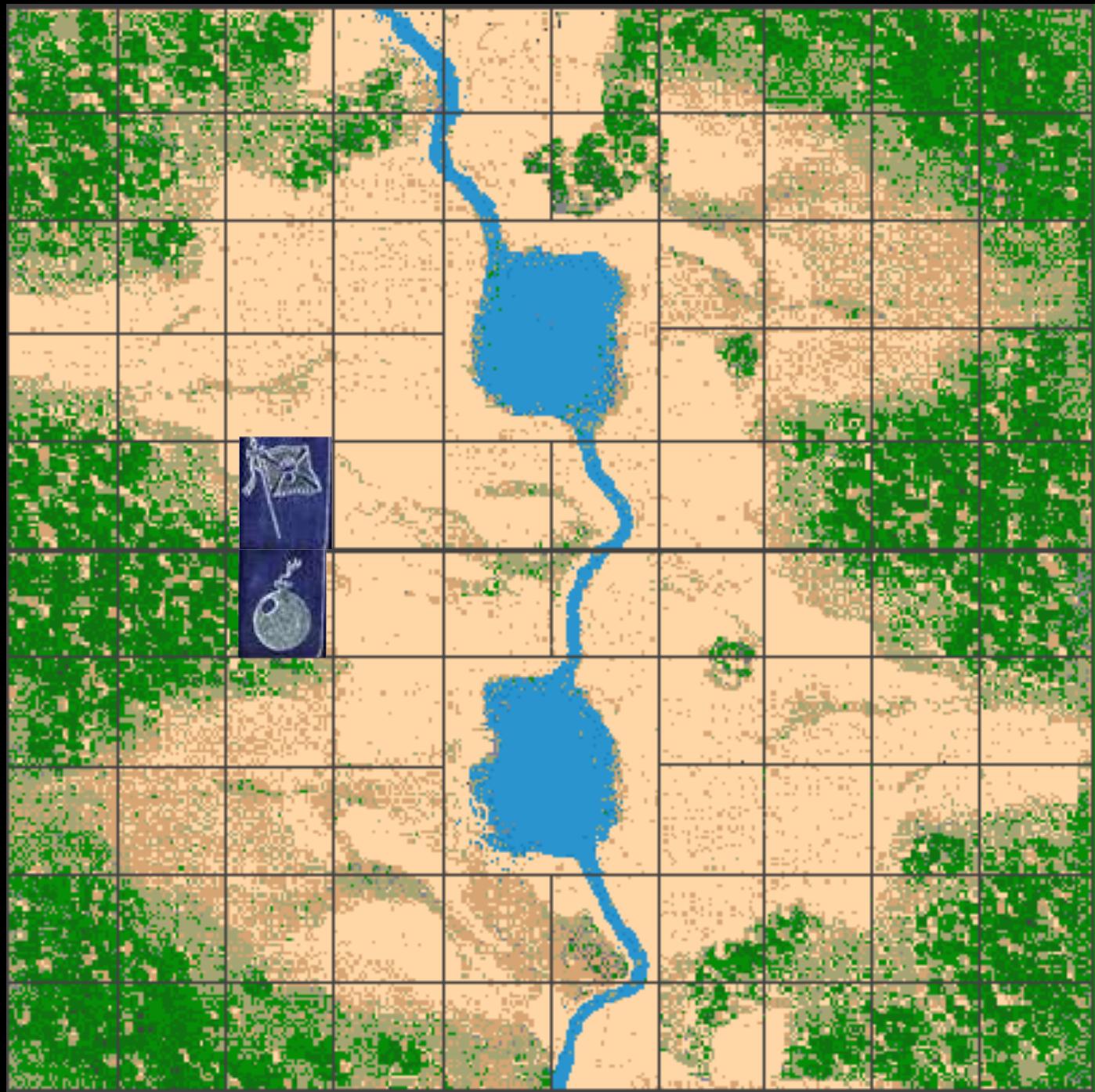


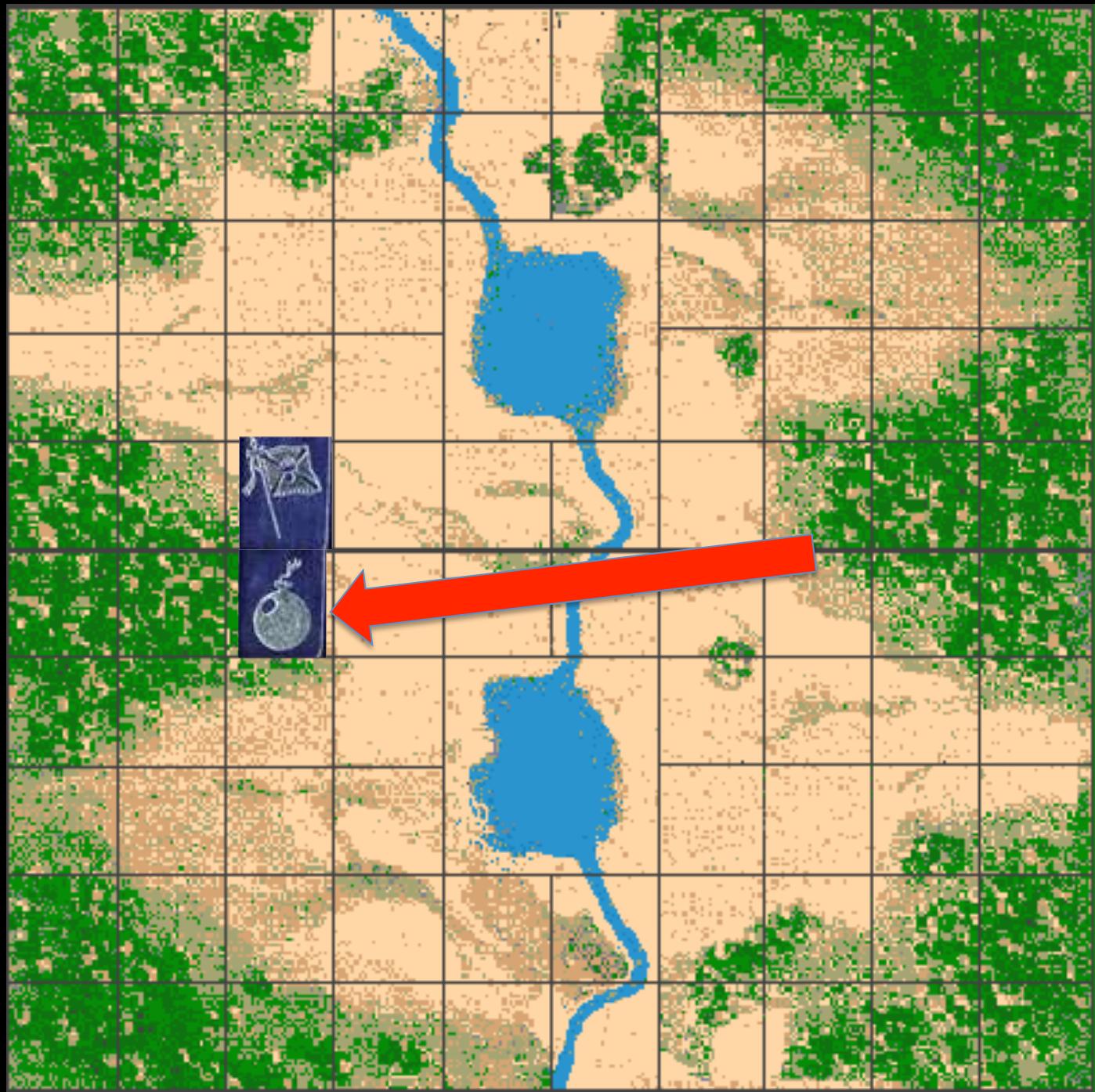


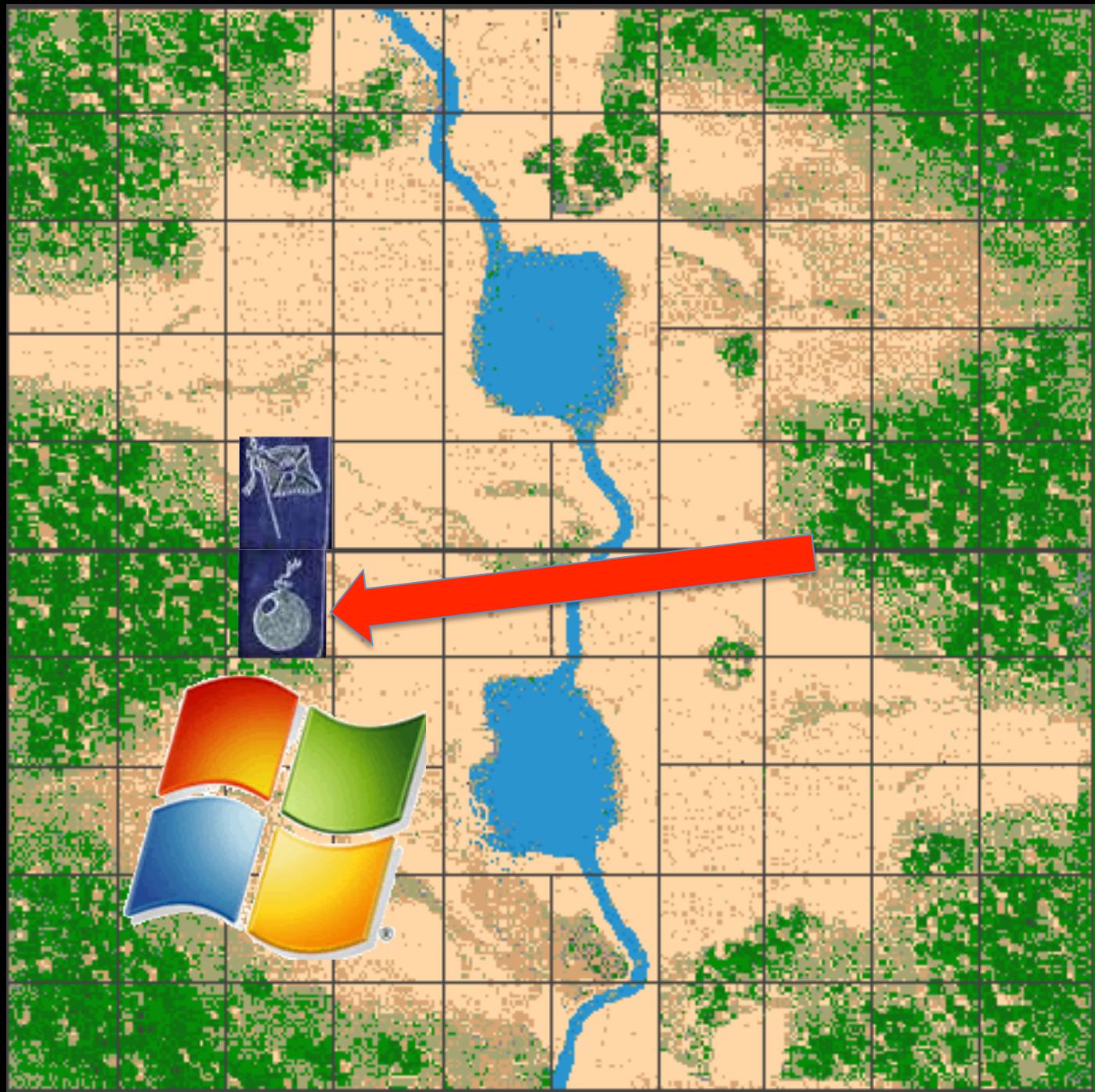


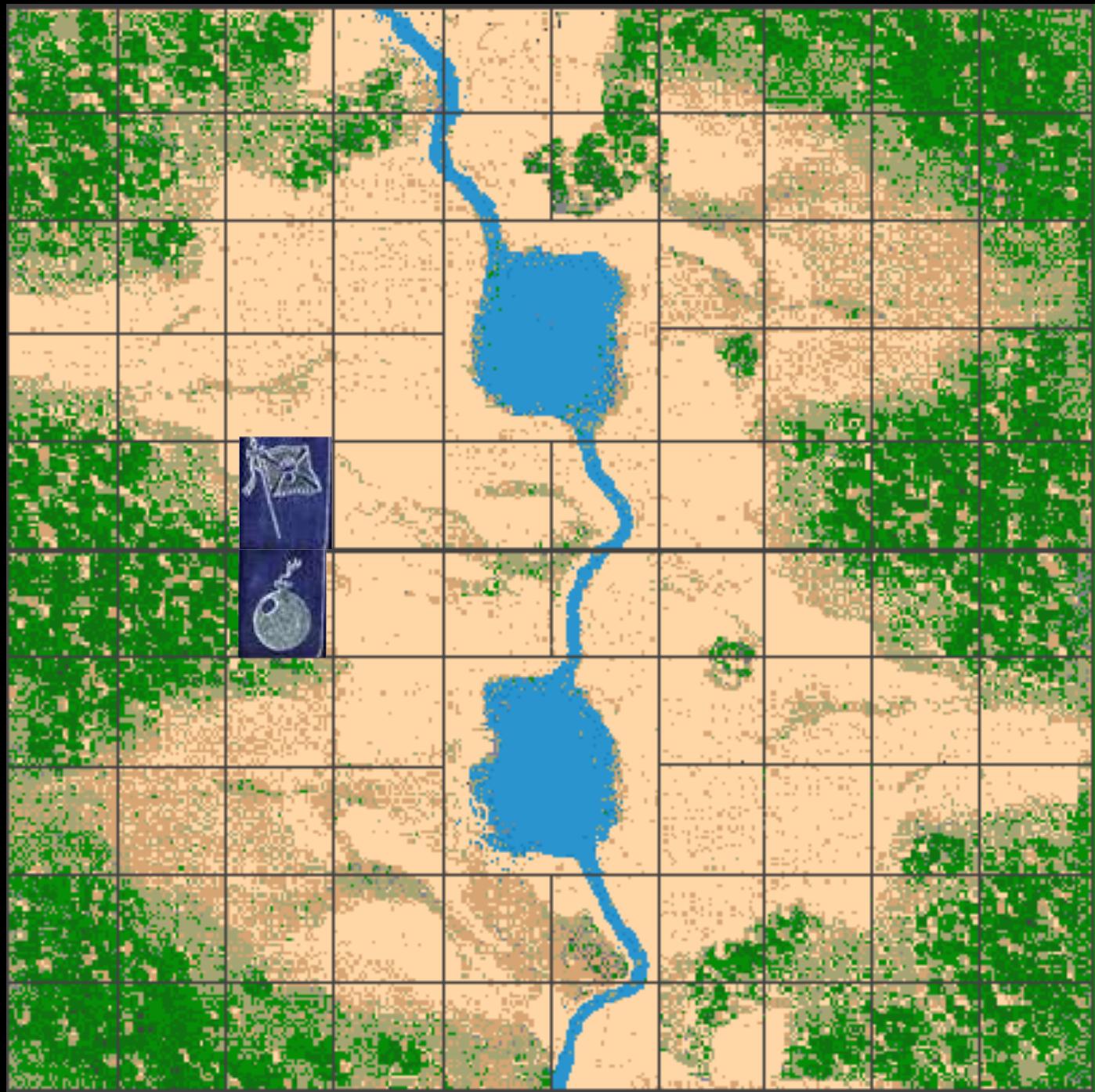


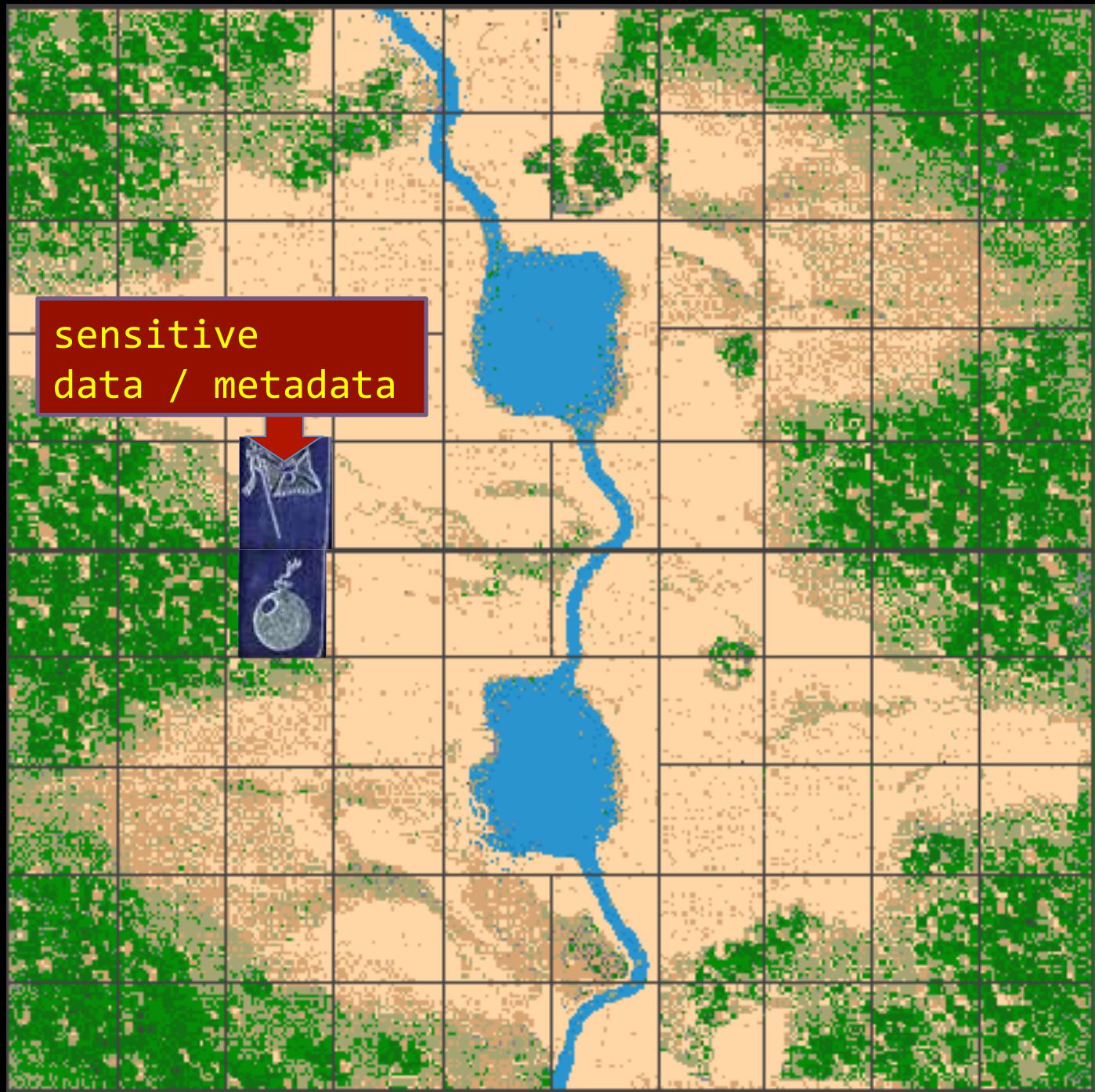




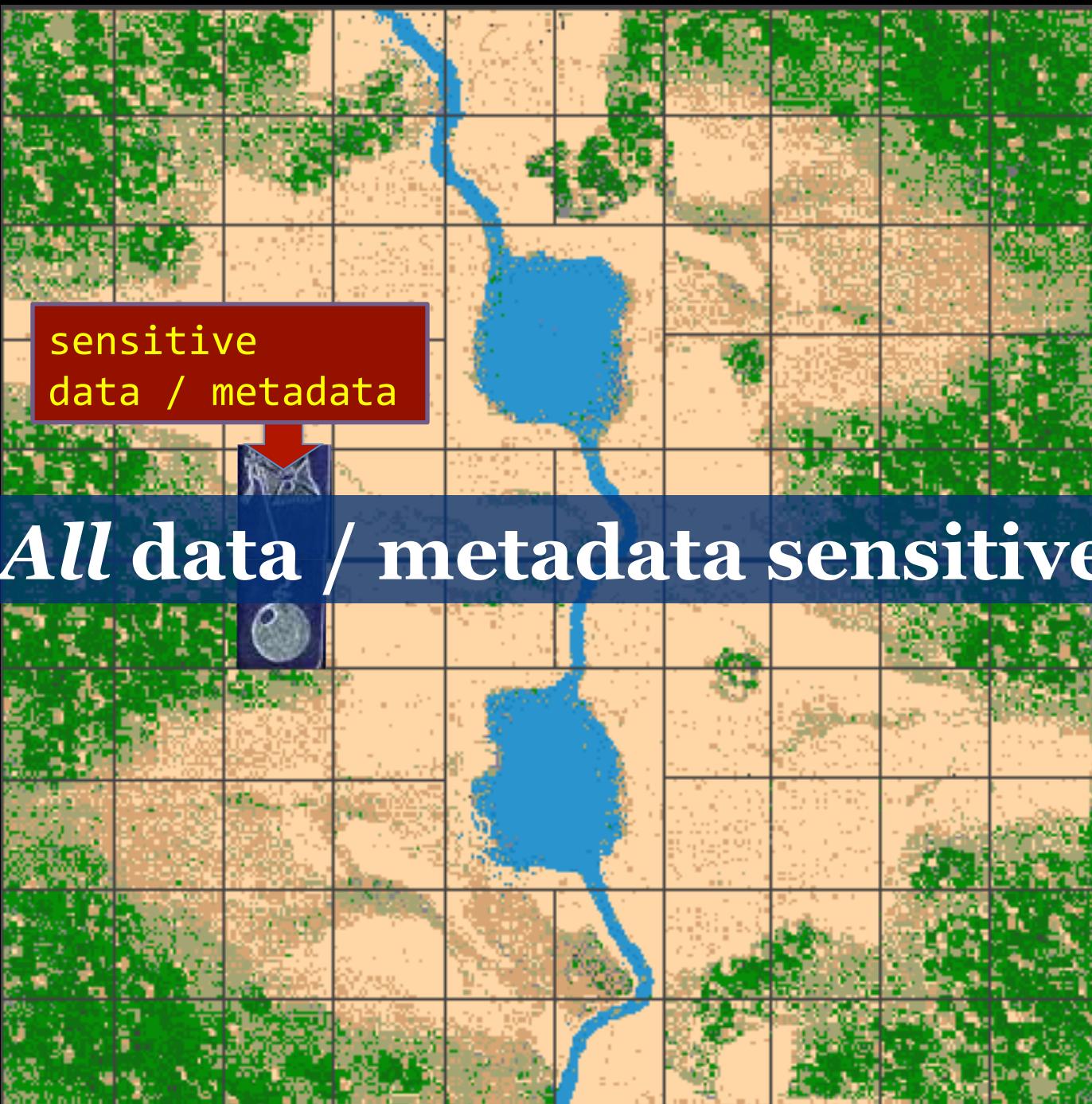






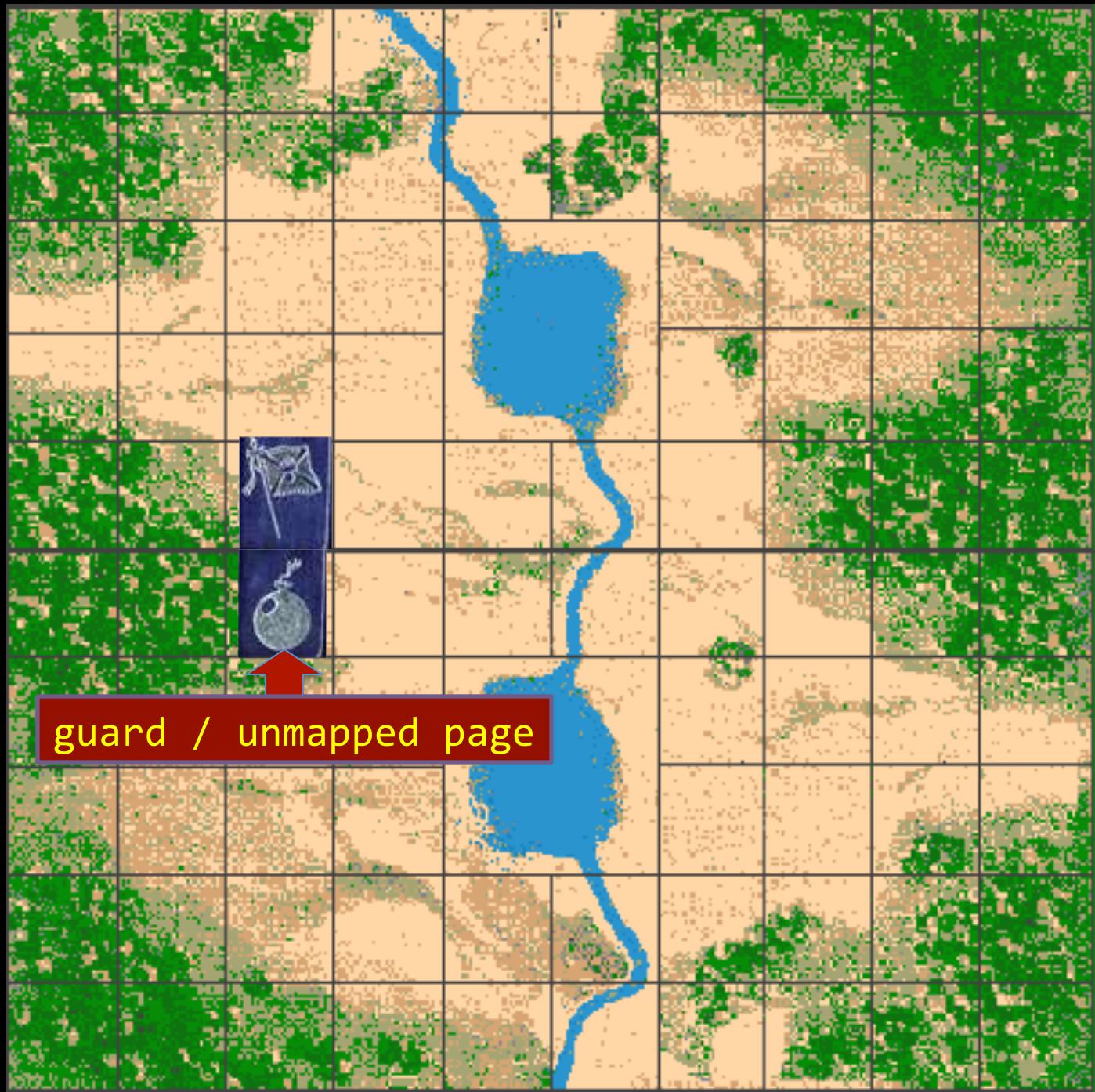


sensitive
data / metadata

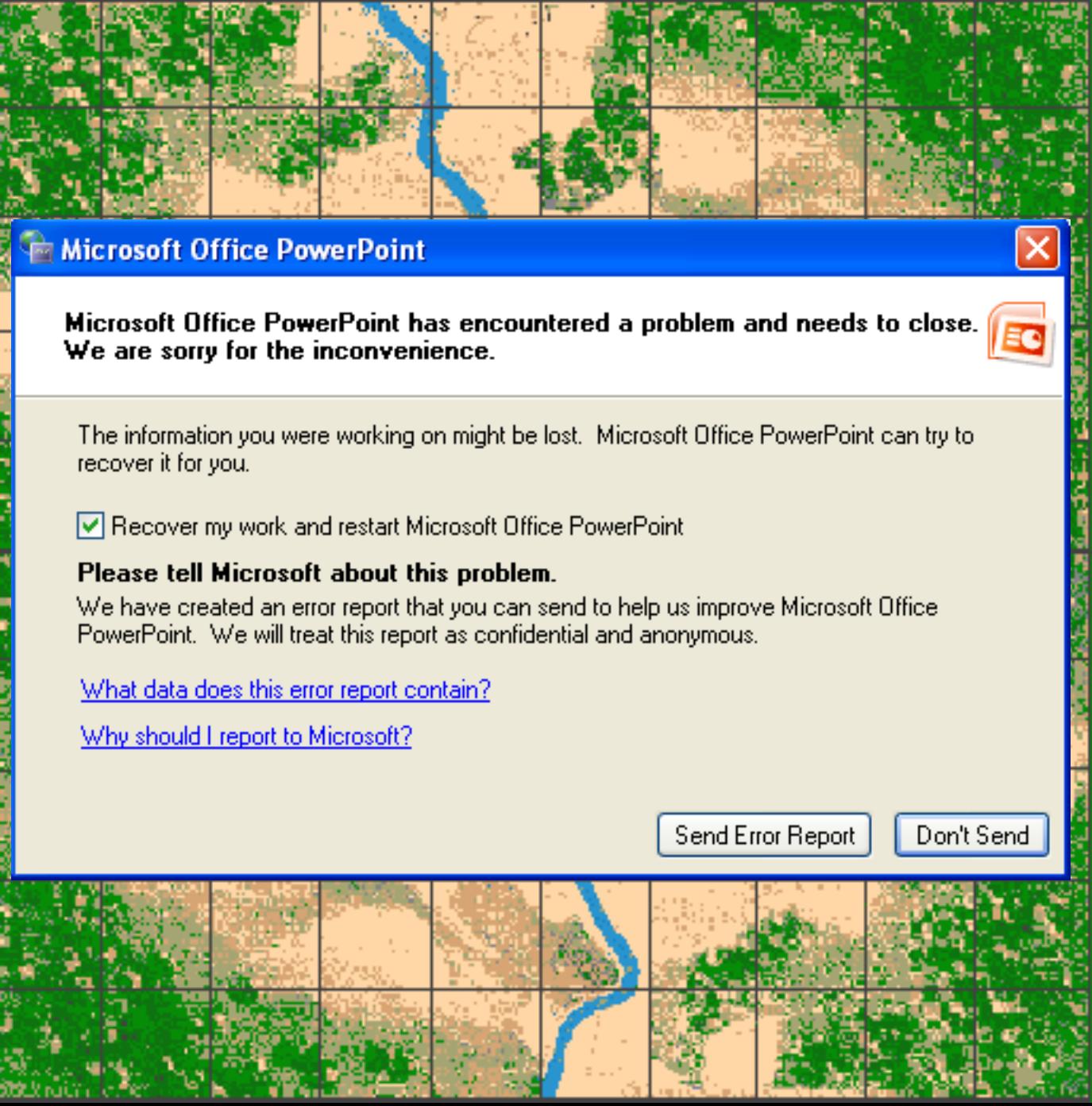


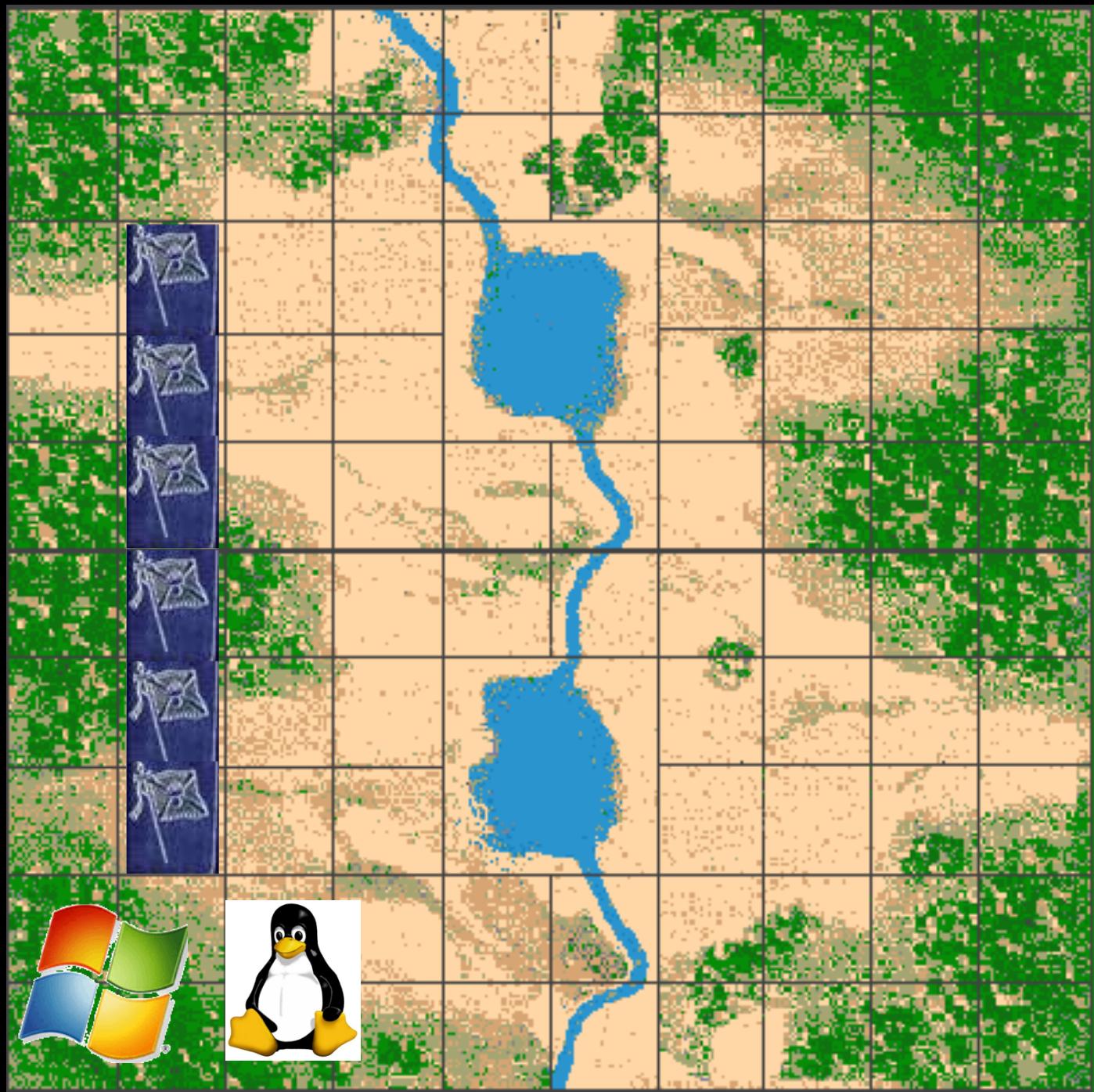
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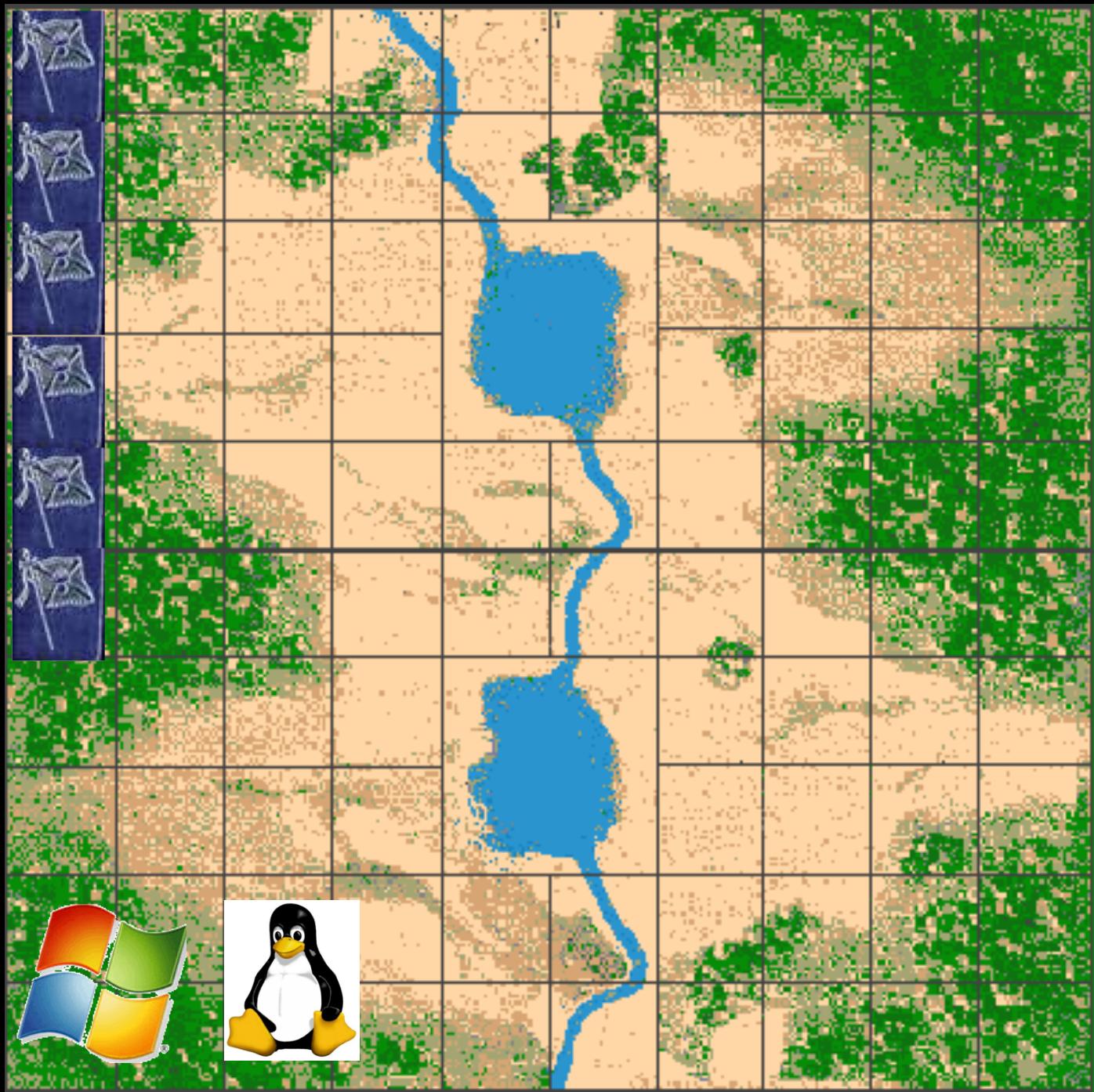
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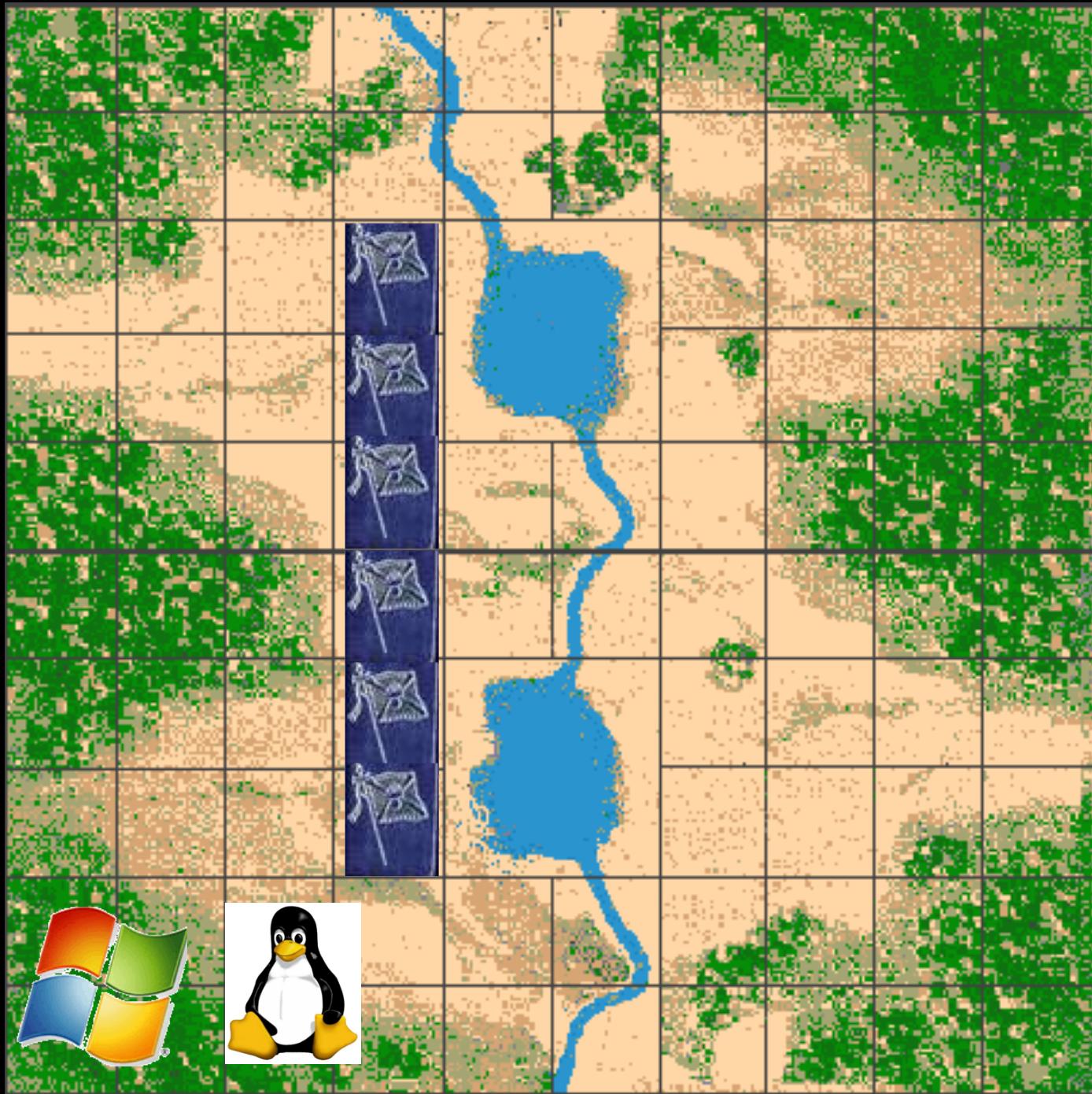


guard / unmapped page

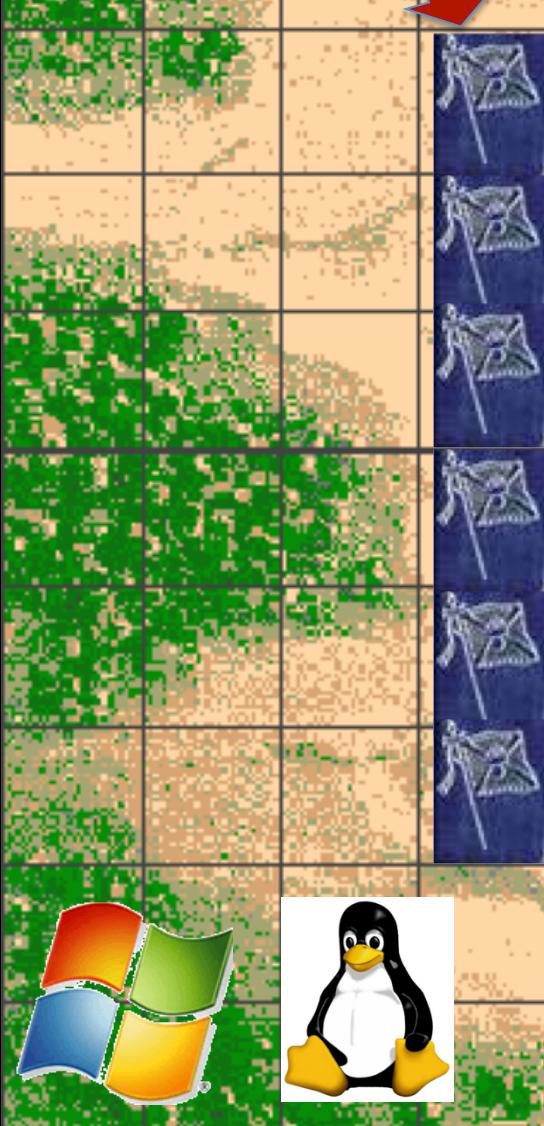




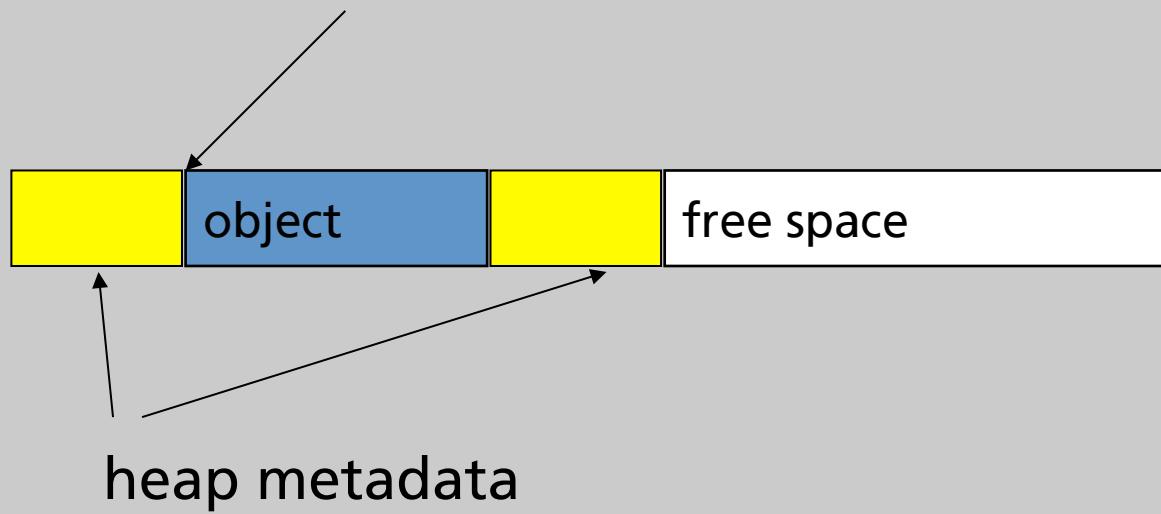




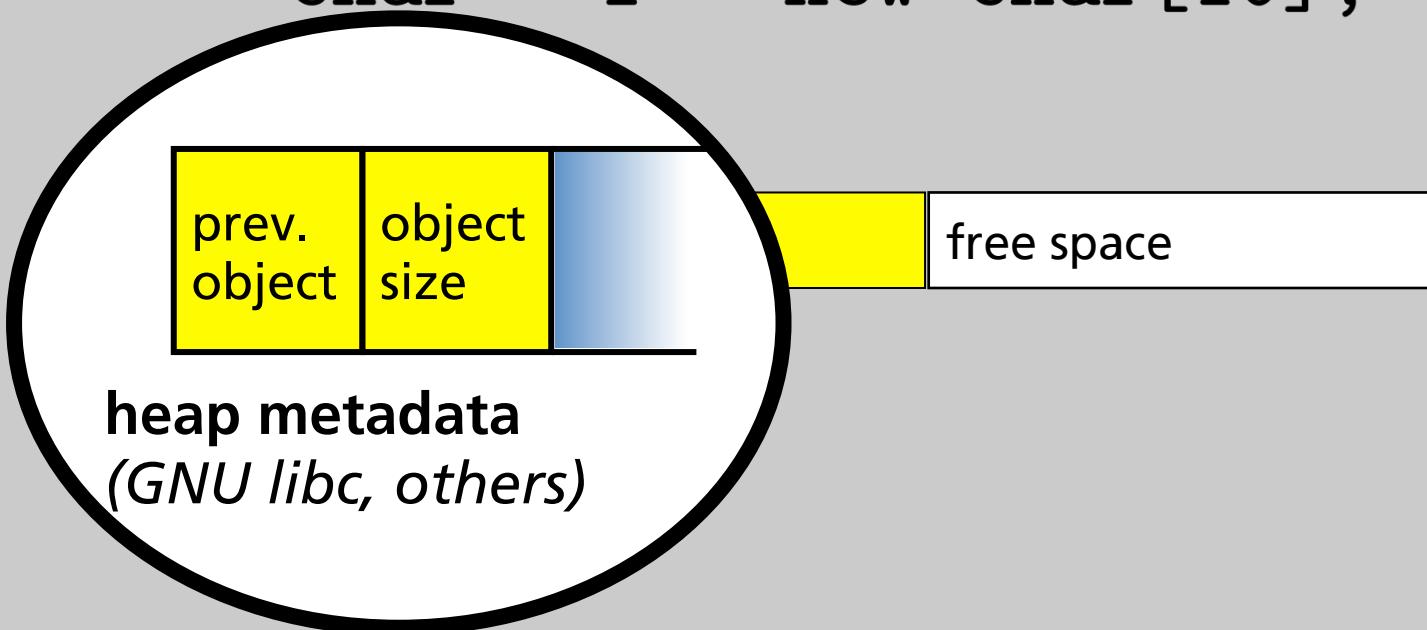
Address-space layout
randomization



```
char * f = new char[10];
```



```
char * f = new char[10];
```



```
char * f = new char[10];  
f[11] = 'x'; // adios heap
```

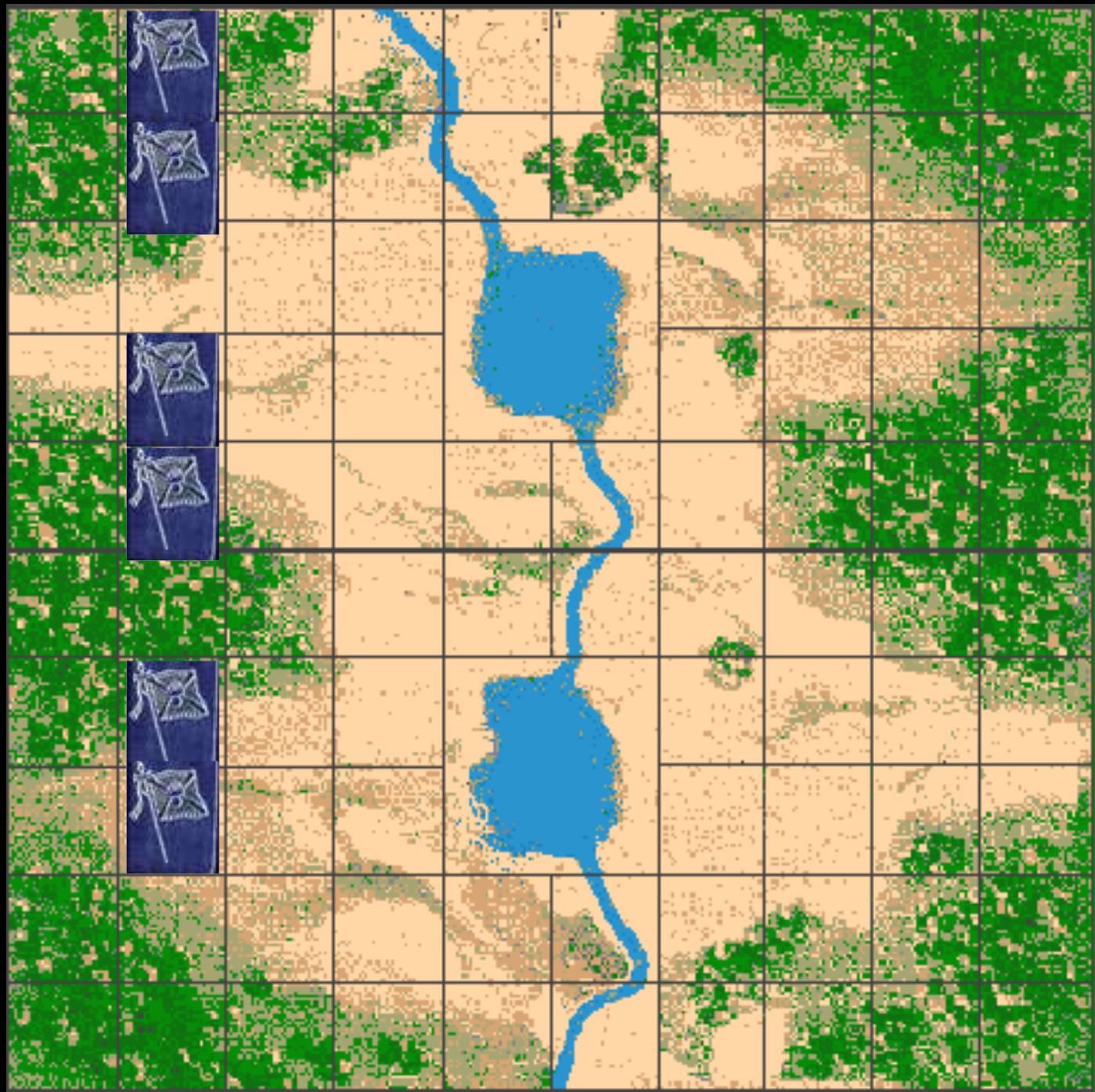


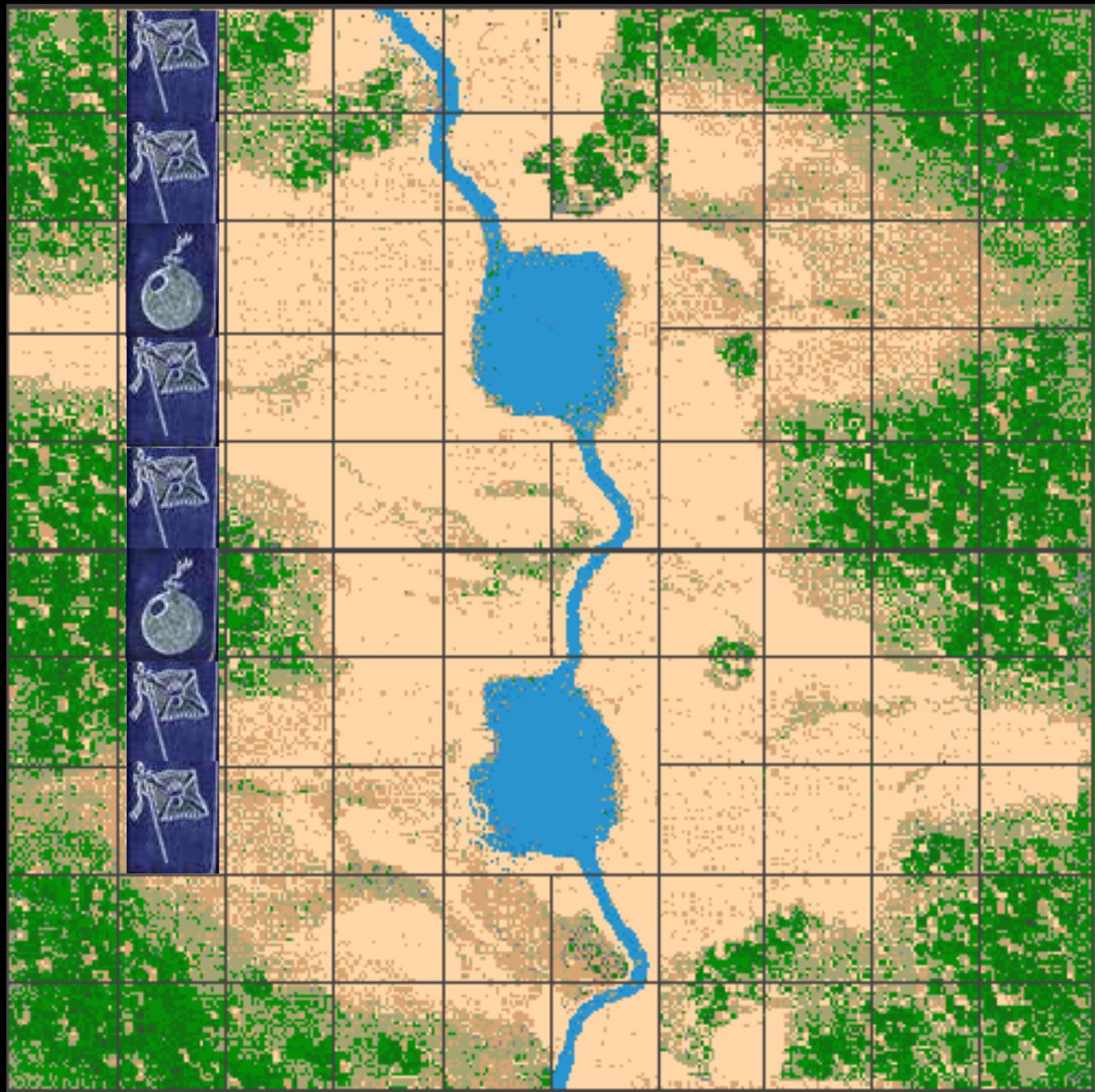
heap metadata

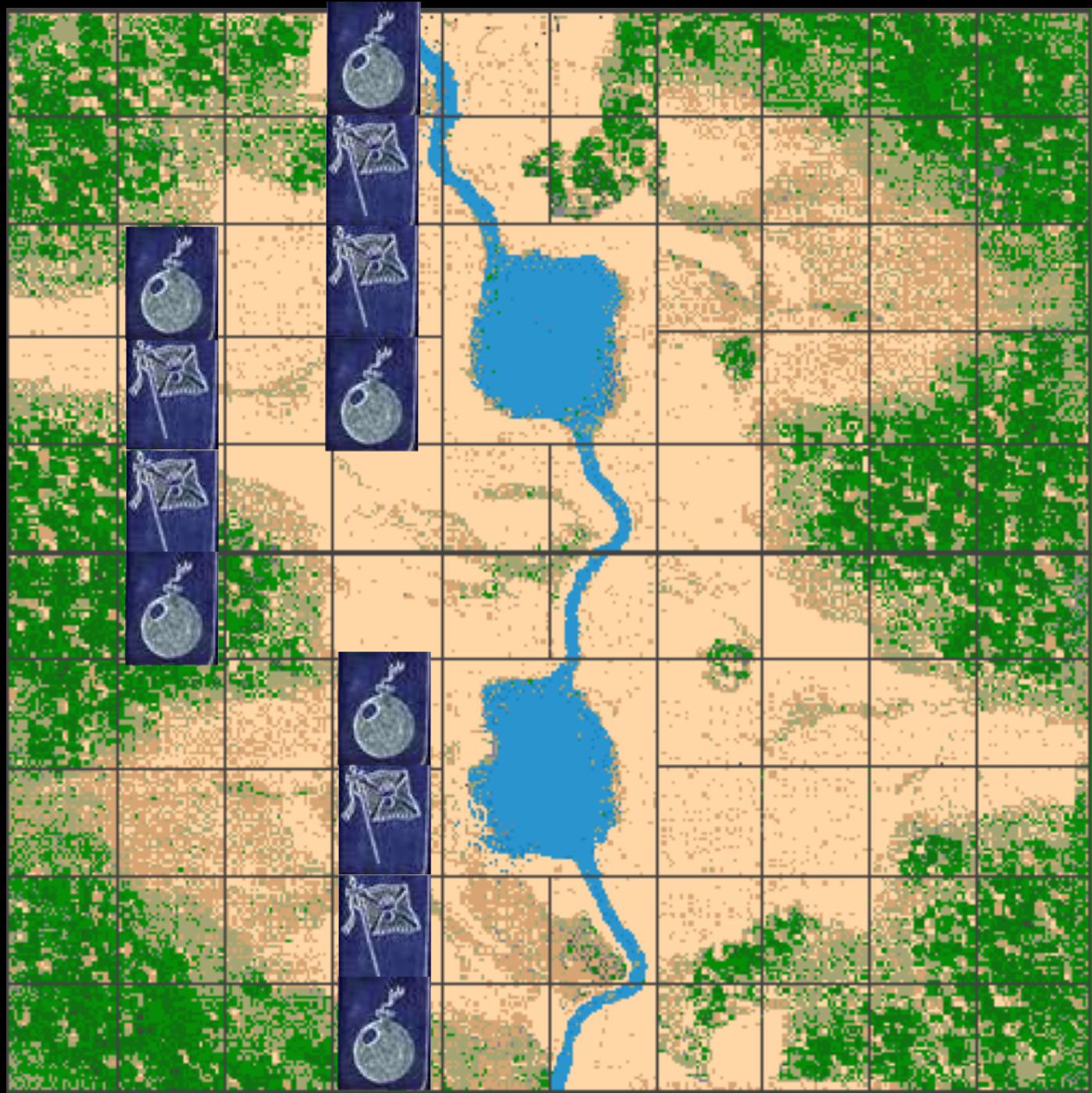
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```

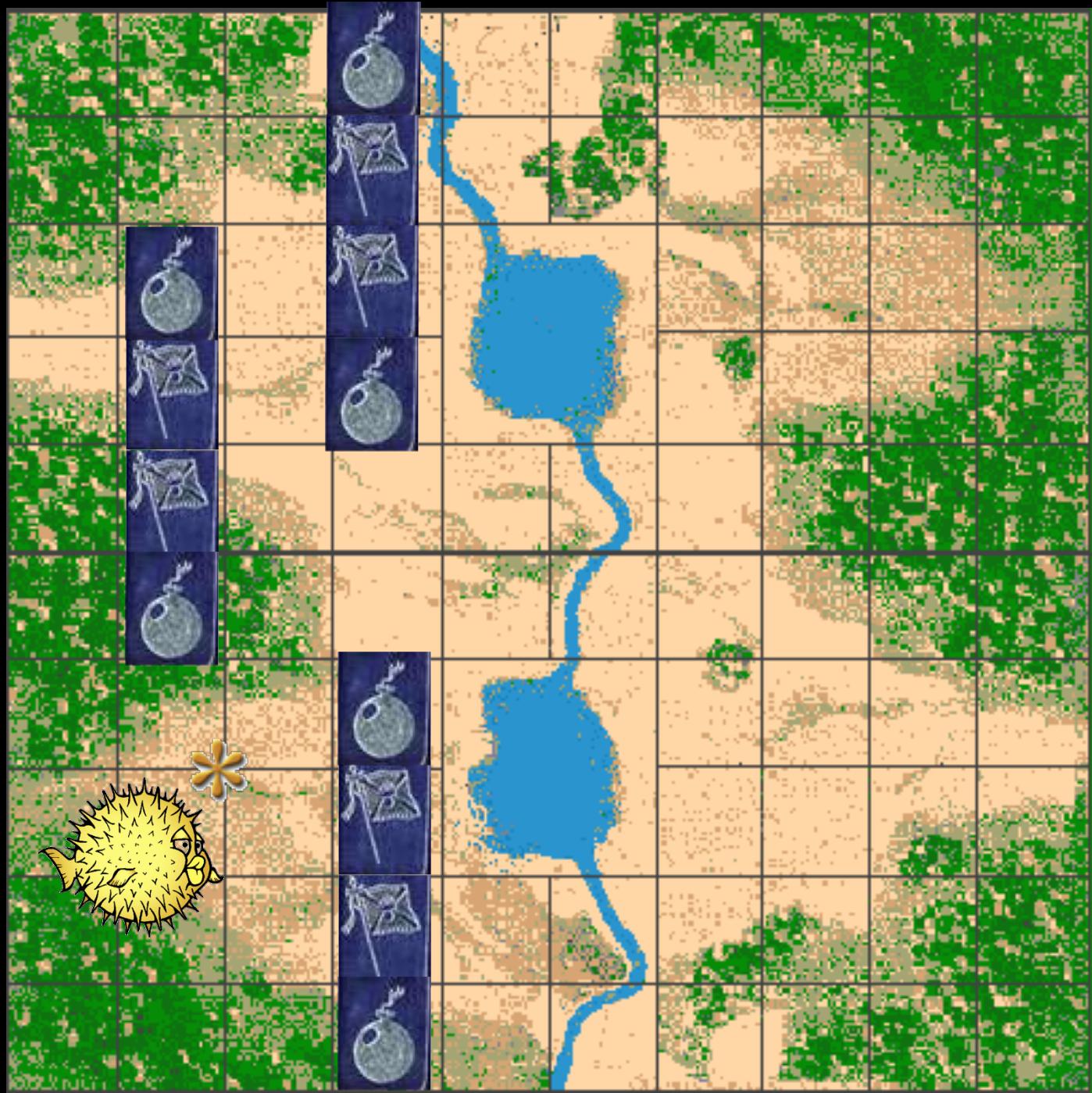


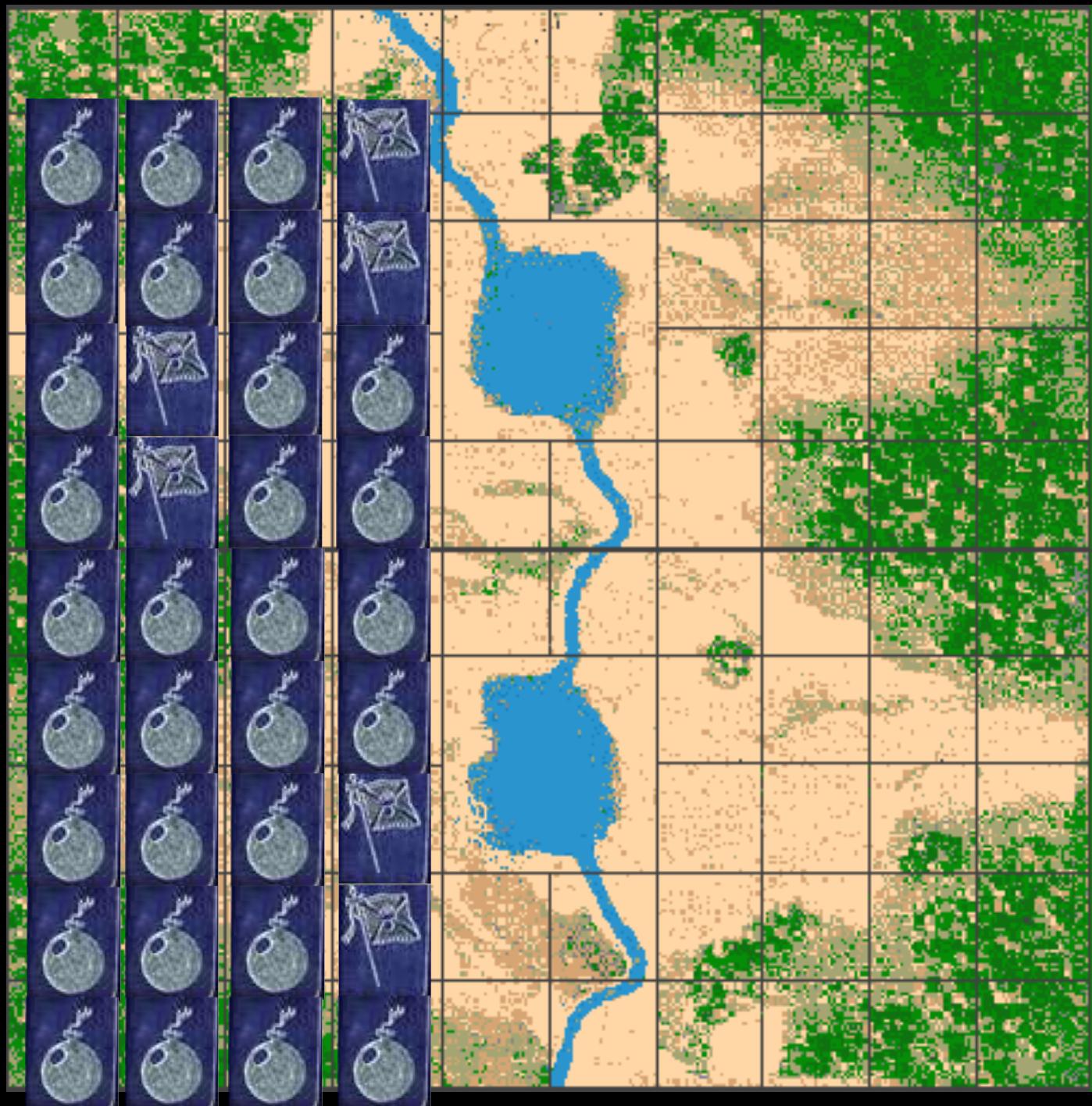
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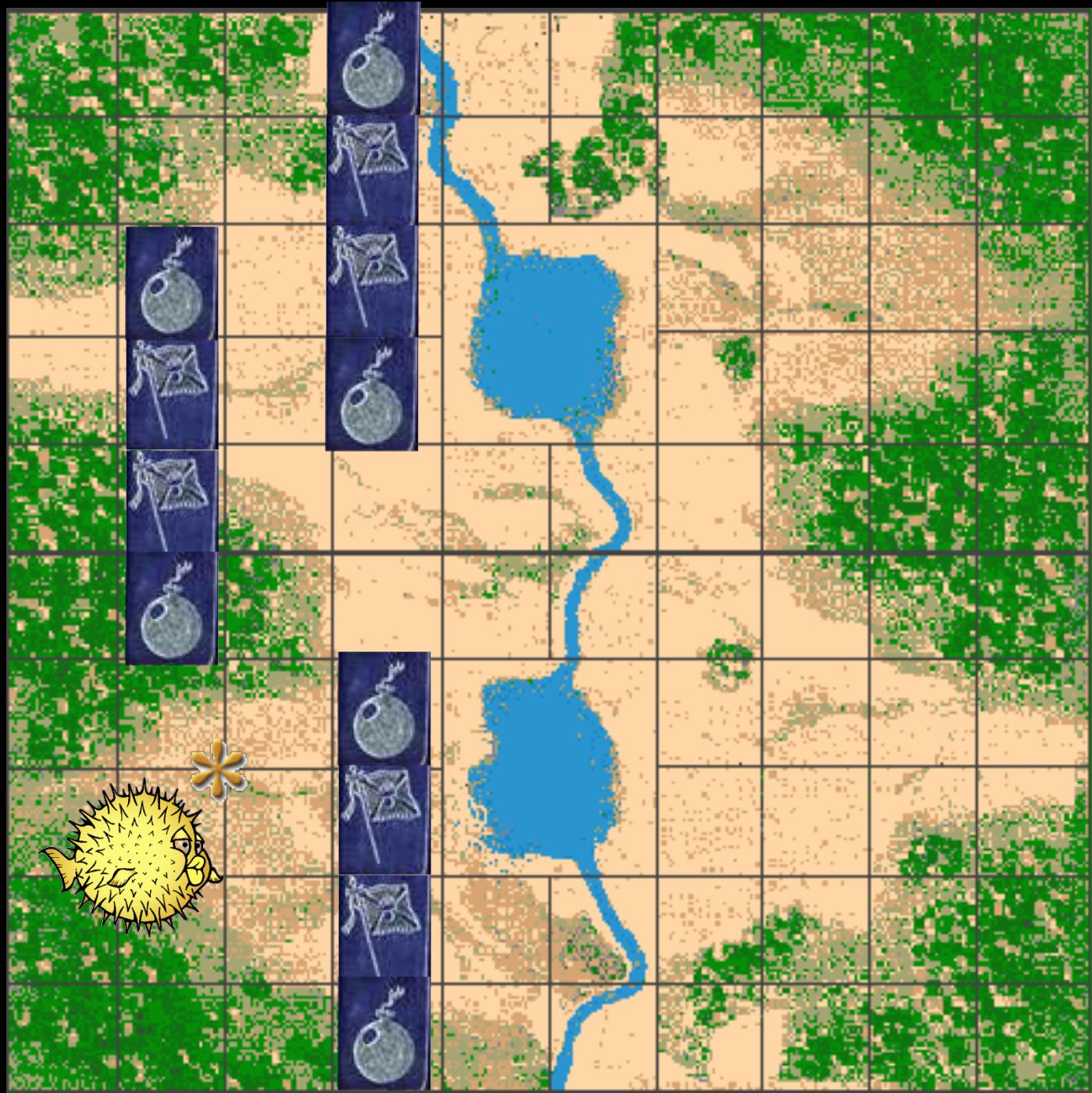


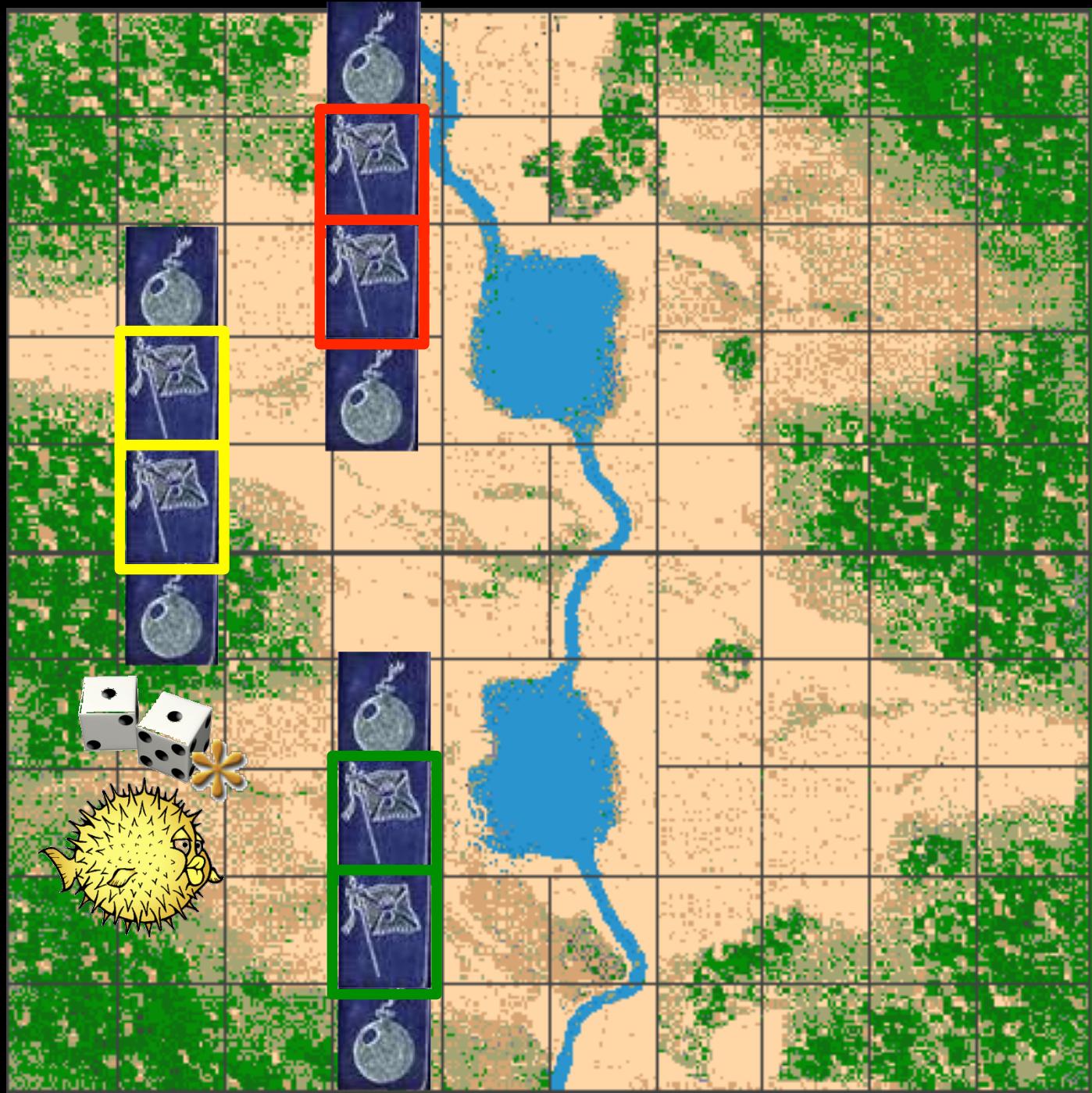


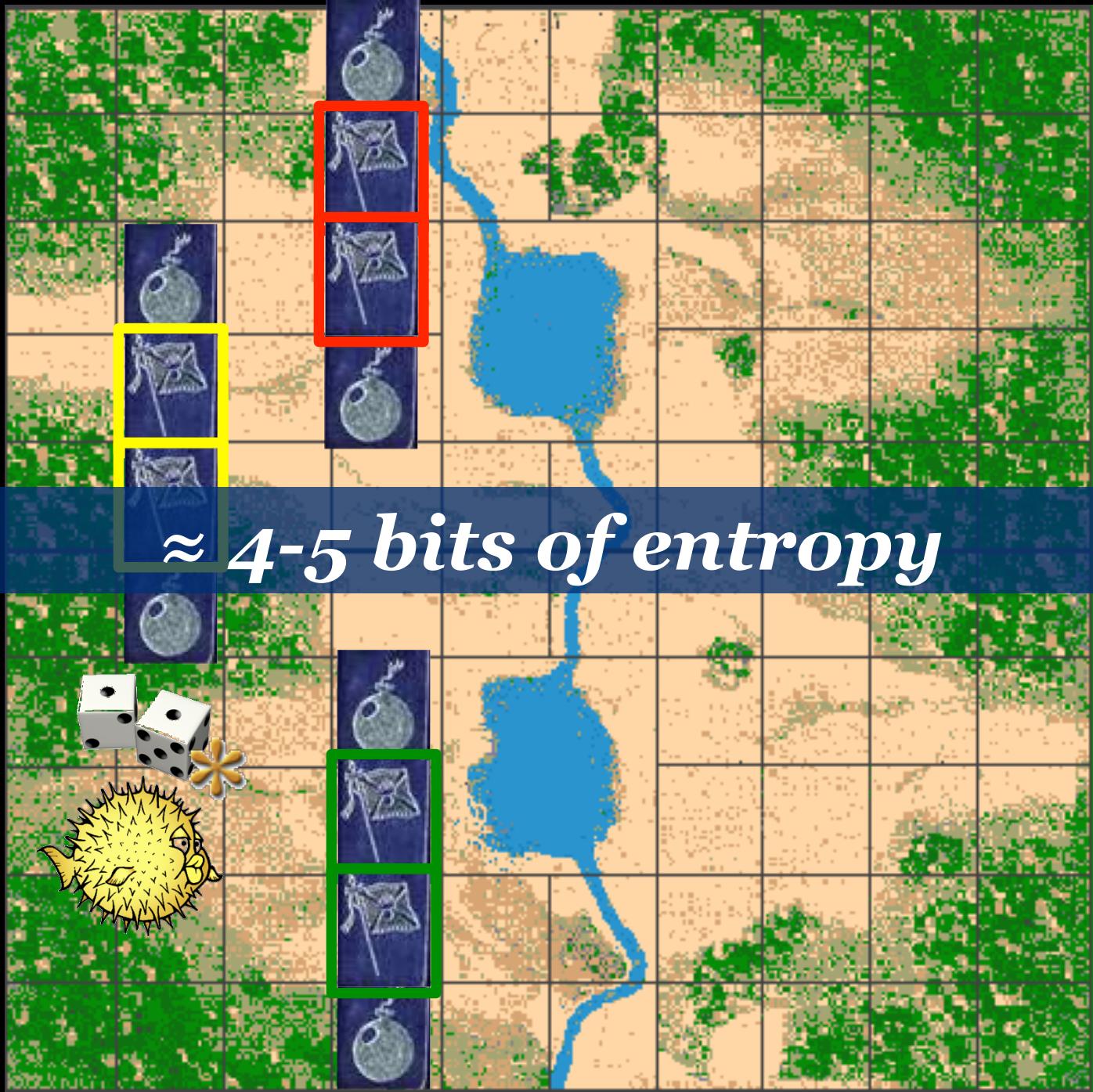




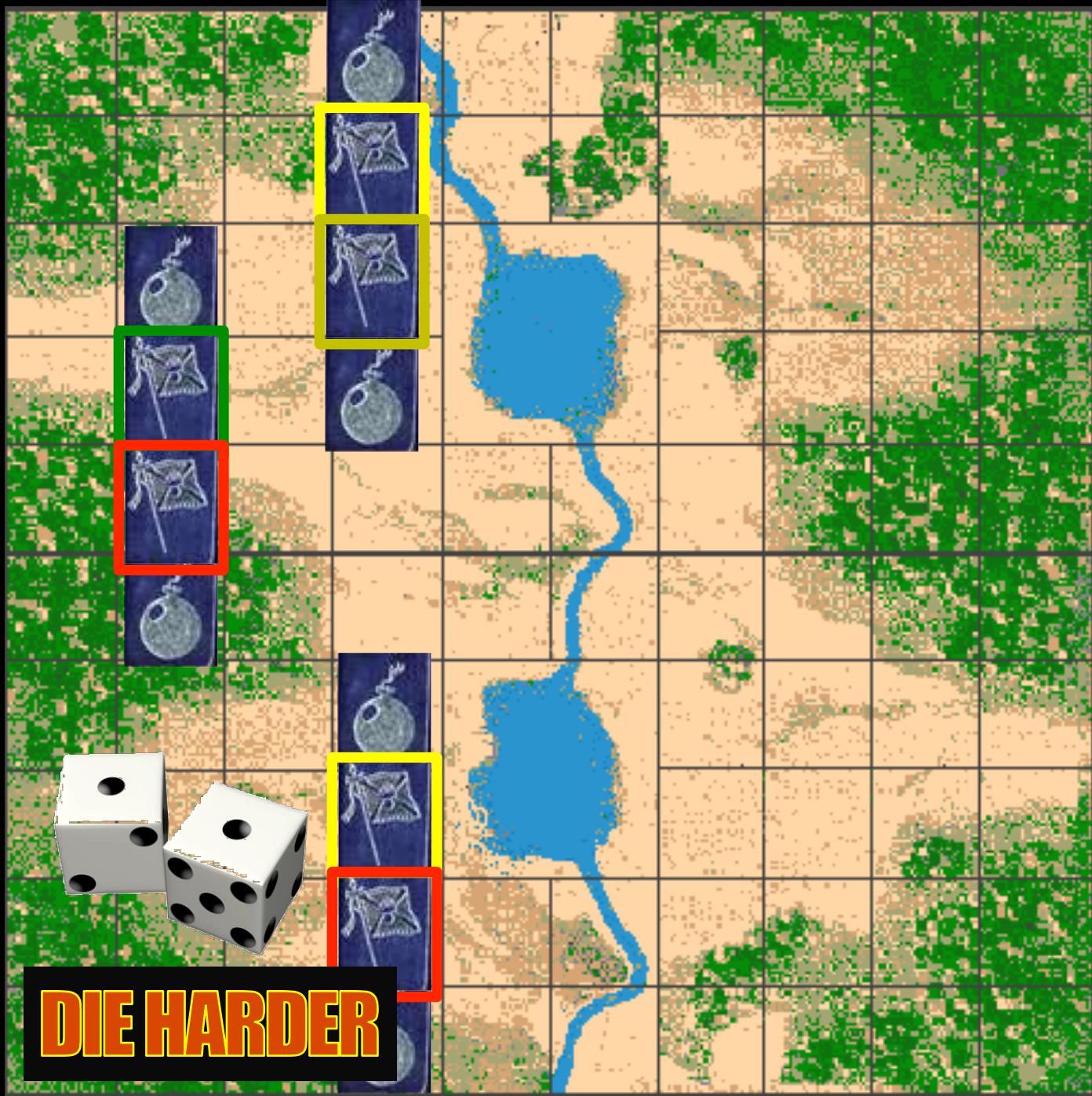






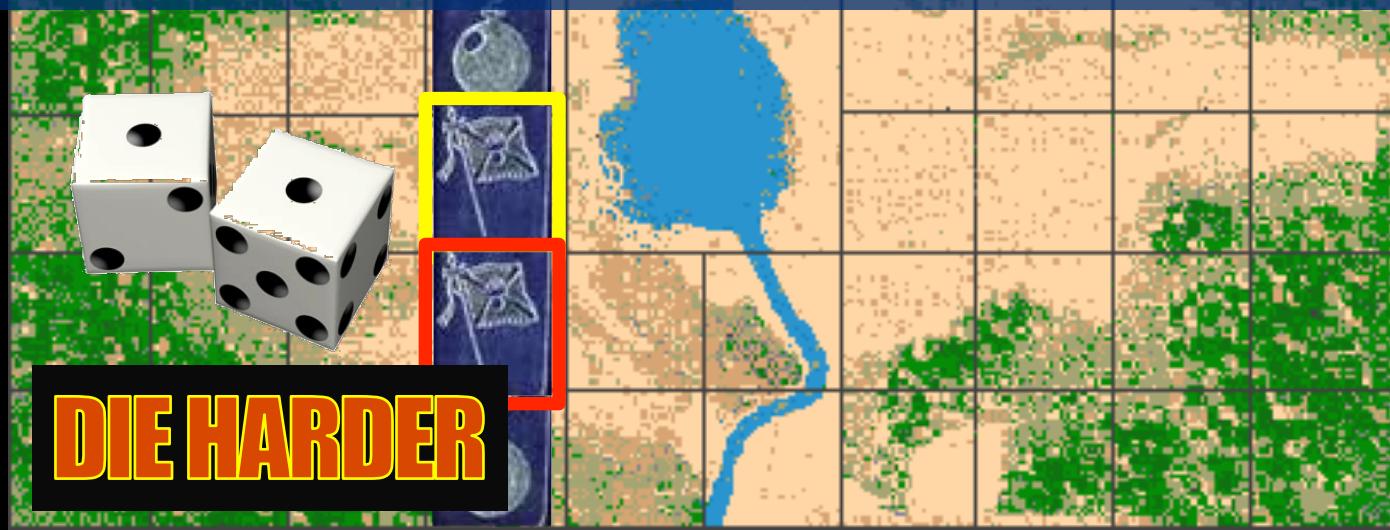


\approx 4-5 bits of entropy

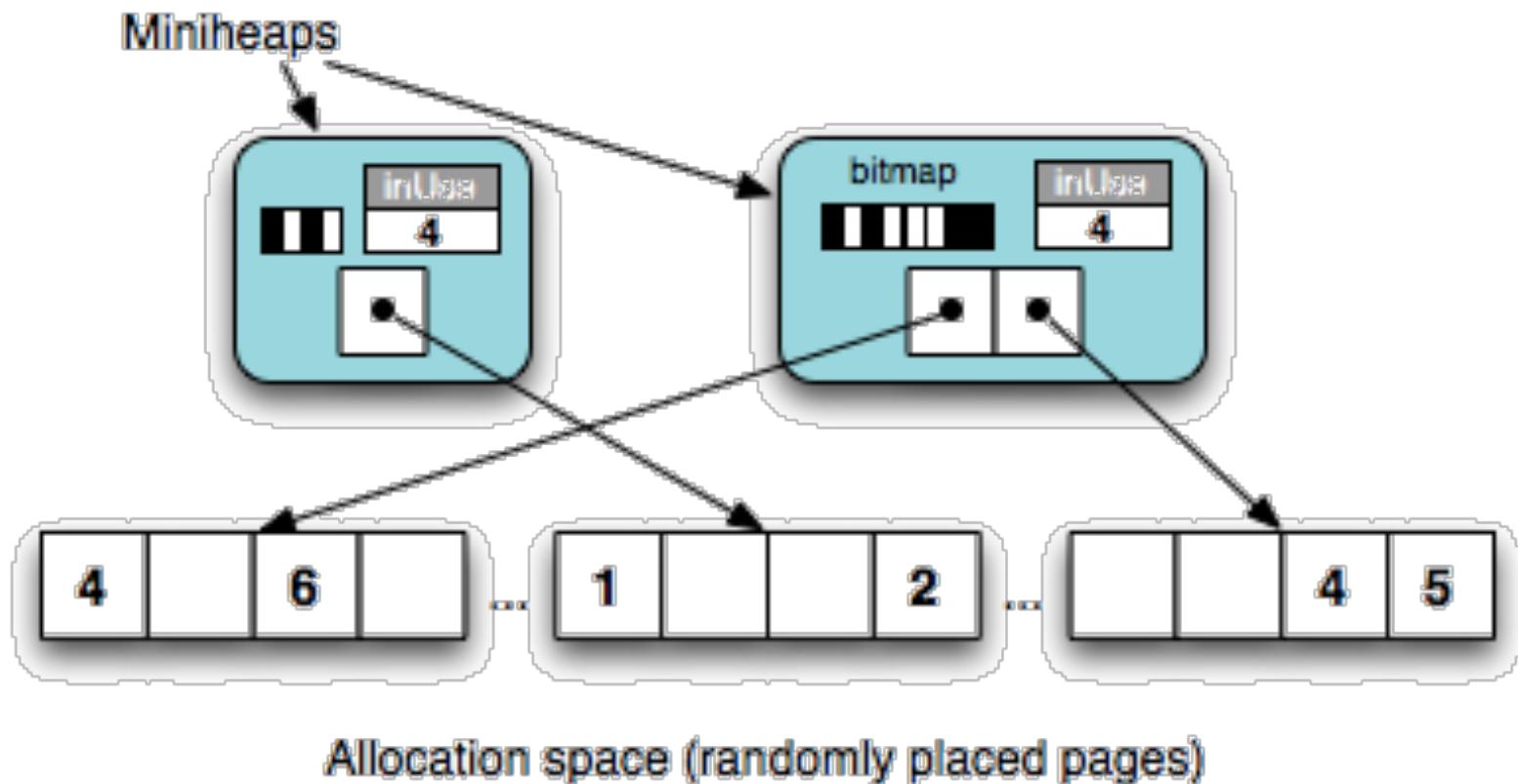




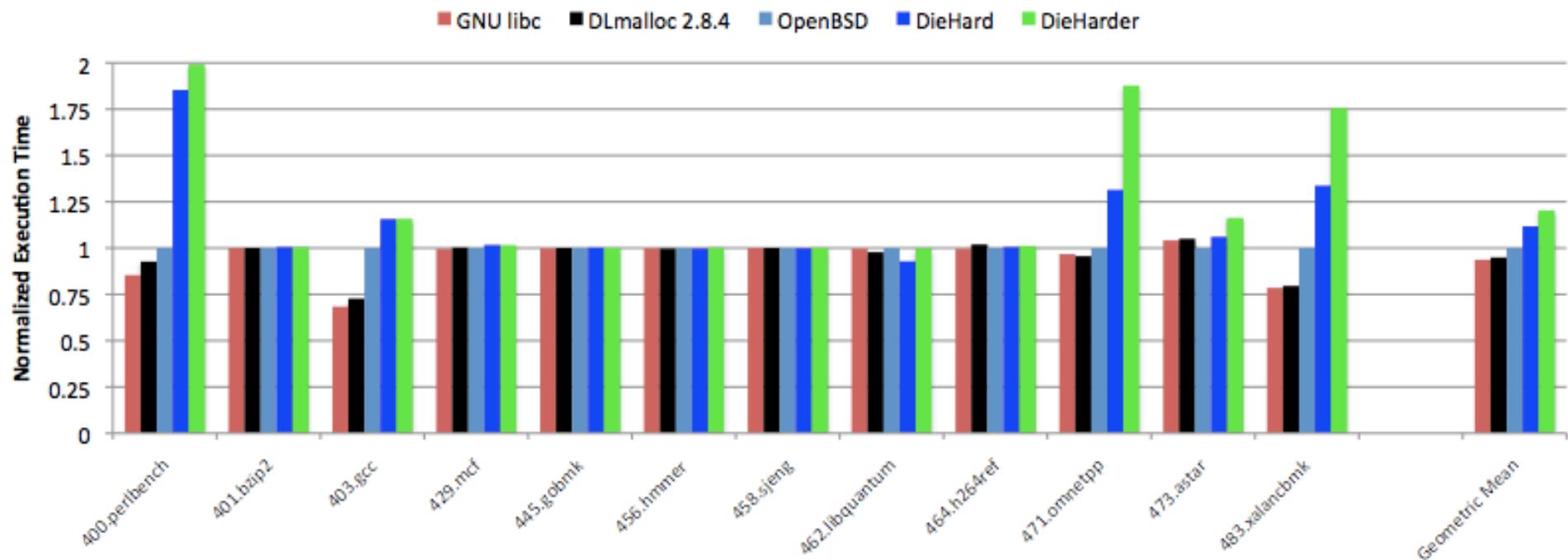
Maximal entropy:
 $\log N$ bits (e.g., $\approx 25\text{-}30$)



DIE HARDER



Runtime Overhead





DIE HARDER



44.2 sec



DIE HARDER



44.2 sec



41.6 sec

DIE HARDER

DIE HARDER.



TWENTIETH CENTURY FOX PRESENTS A GORDON COMPANY/SILVER PICTURES PRODUCTION A RENNY HARLIN FILM BRUCE WILLIS DIE HARD 2
BONNIE BEDELIA WILLIAM ATHERTON REGINALD D. WELCH FRANCO NERO WILLIAM Sadler JOHN AMOS MICHAEL KAMEN
ROBERTA STRAKER STUART GORDON ROBERT A. FERRETTI JOHN VALLONE OLIVER WOOD LLOYD LEVIN MICHAEL LEVY STEVE PERRY
WALTER WAGER LAWRENCE GORDON JOEL SILVER CHARLES GORDON
Produced by RENNY HARLIN Directed by RENNY HARLIN Visual Effects by ILM
Color by Deluxe 20th CENTURY FOX

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