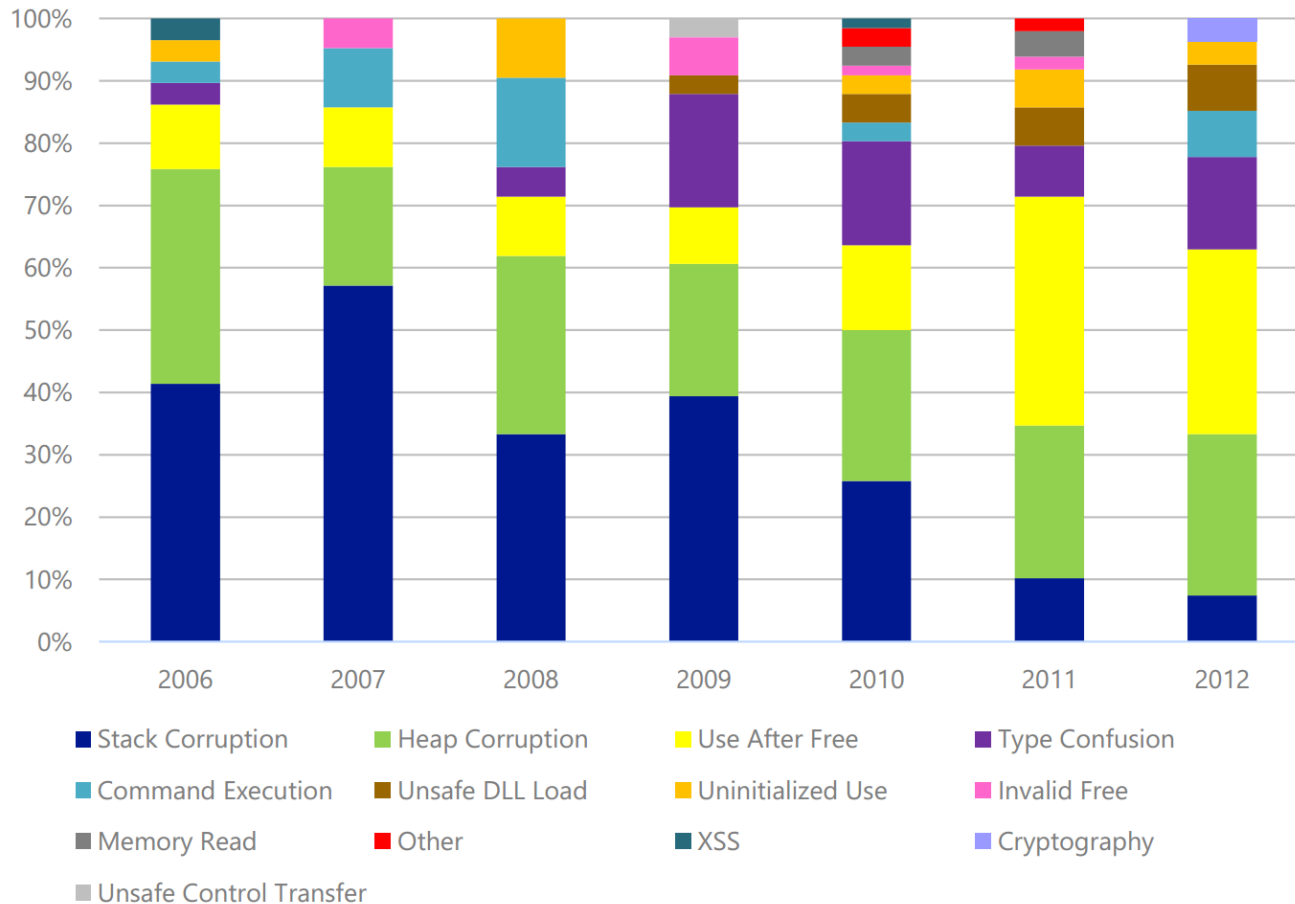


# Preventing Use-after-free with Dangling Pointers Nullification

**Byoungyoung Lee**, Chengyu Song, Yeongjin Jang  
Tielei Wang, Taesoo Kim, Long Lu, Wenke Lee

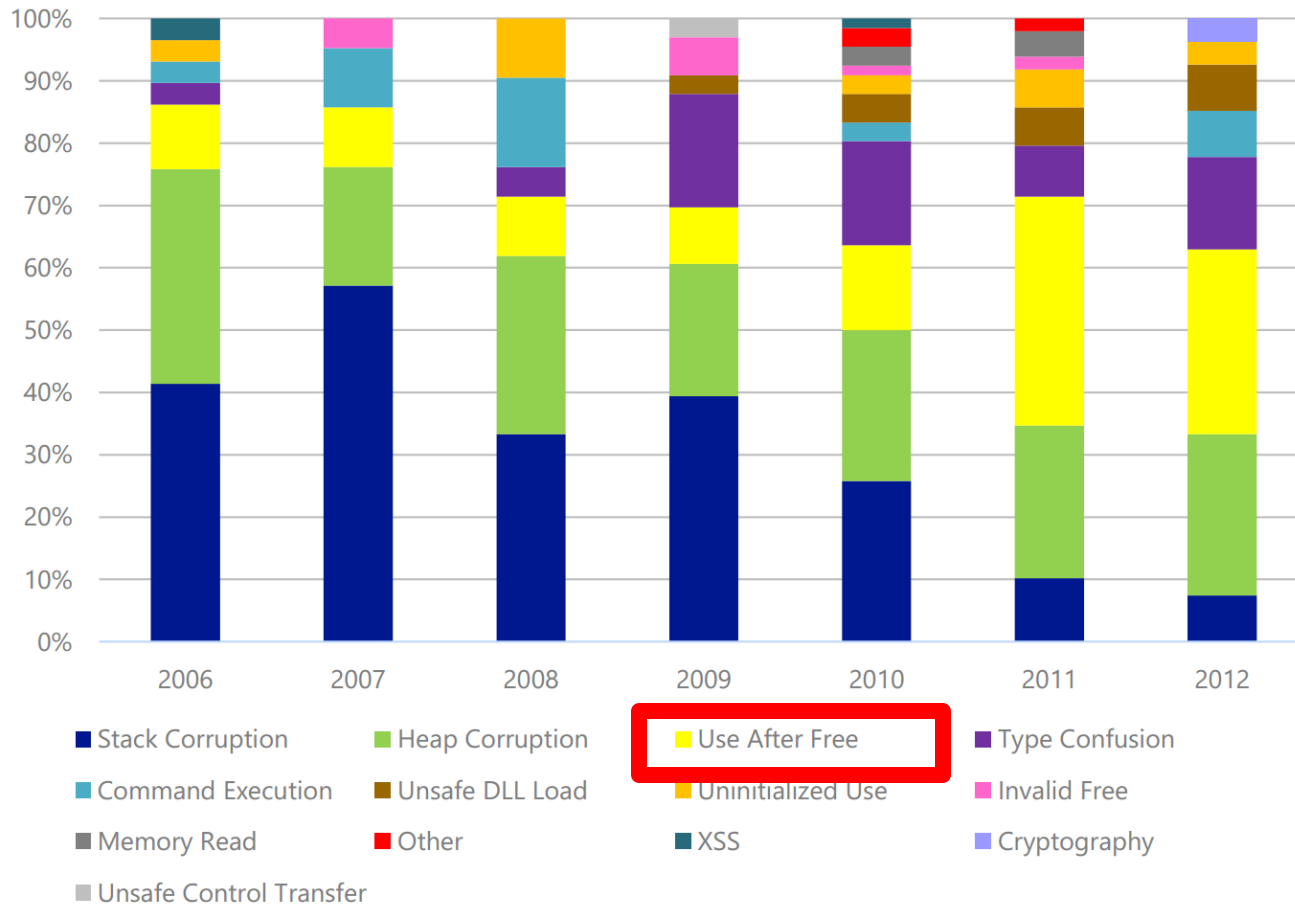
Georgia Institute of Technology  
Stony Brook University

# Emerging Threat: Use-after-free



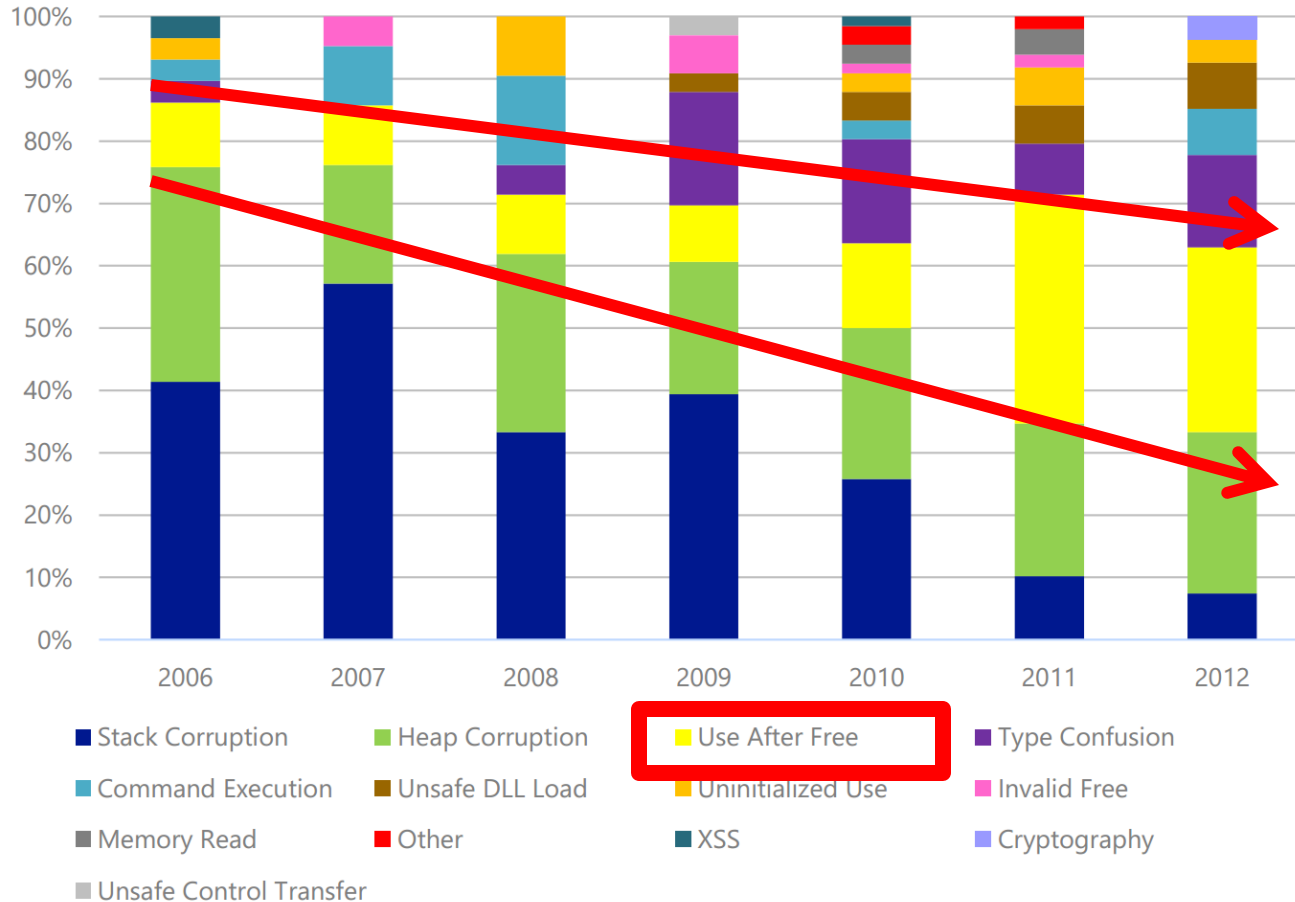
**Software Vulnerability Exploitation Trends, Microsoft, 2013**

# Emerging Threat: Use-after-free



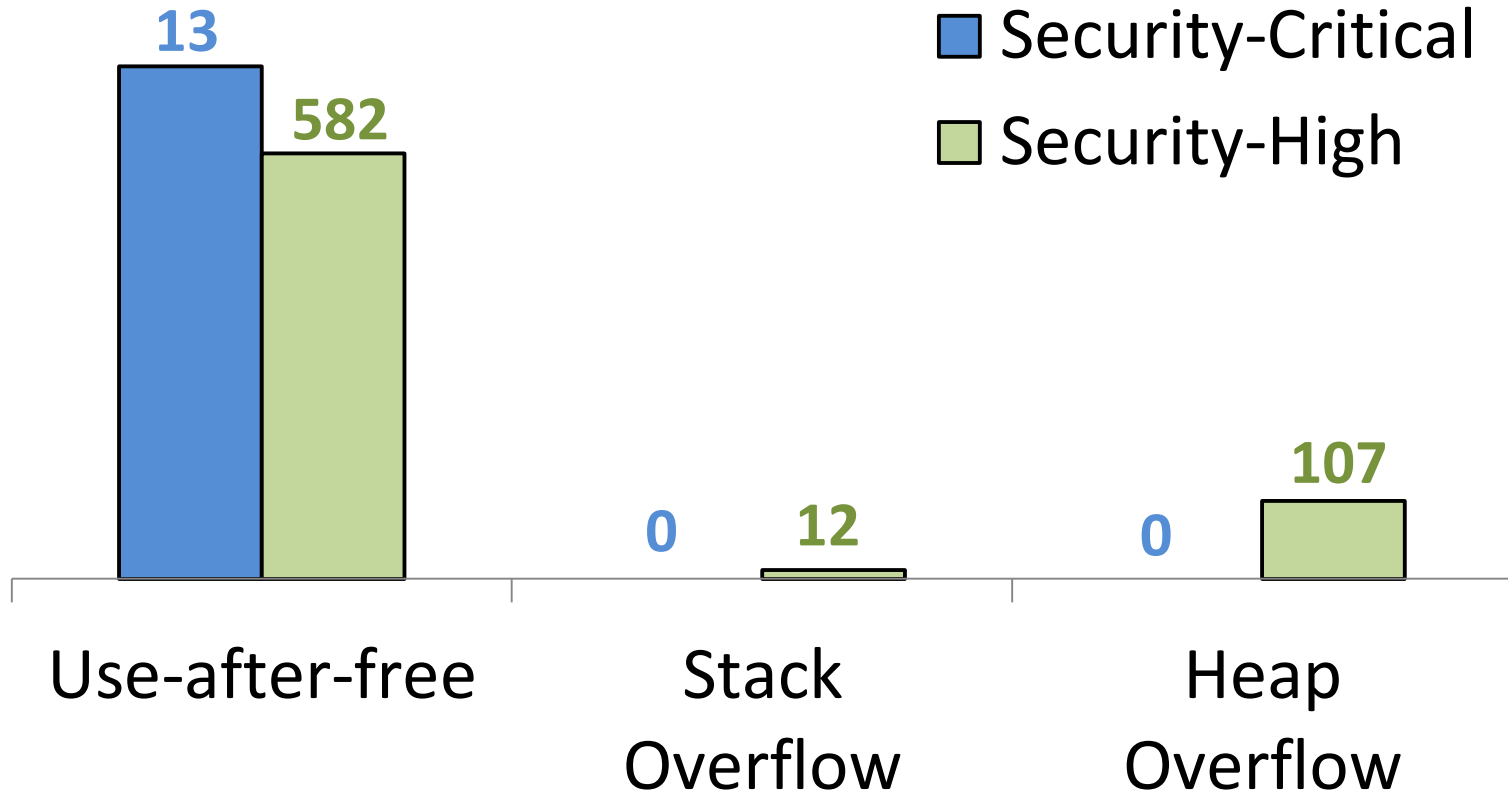
**Software Vulnerability Exploitation Trends, Microsoft, 2013**

# Emerging Threat: Use-after-free



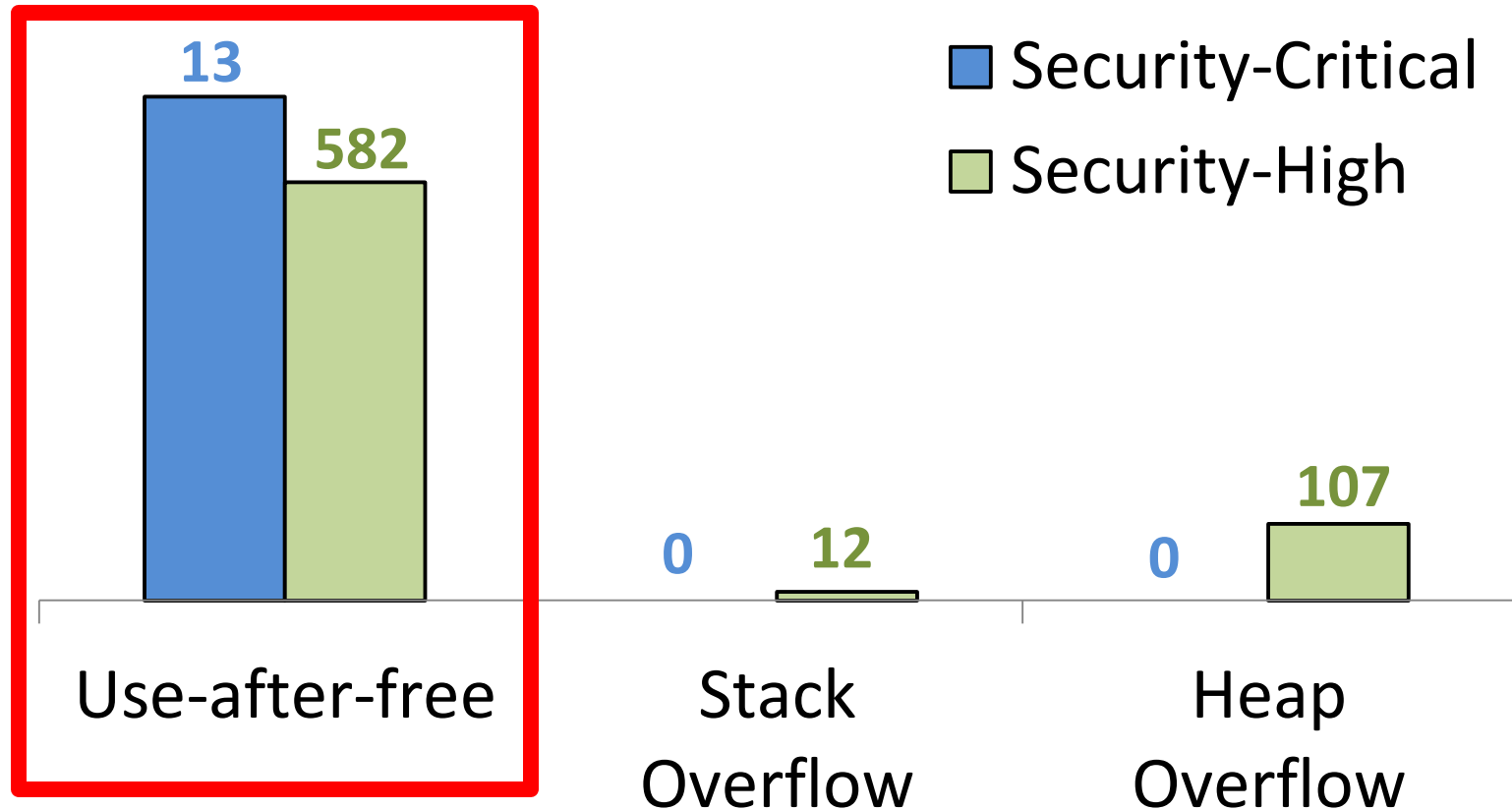
**Software Vulnerability Exploitation Trends, Microsoft, 2013**

# Emerging Threat: Use-after-free



**The number of reported vulnerabilities in Chrome (2011-2013)**

# Emerging Threat: Use-after-free



**The number of reported vulnerabilities in Chrome (2011-2013)**

# Use-after-free

- A dangling pointer
  - A pointer points to a freed memory region
- Using a dangling pointer leads to undefined program states
  - Easy to achieve arbitrary code executions
  - so called use-after-free

# Understanding Use-after-free

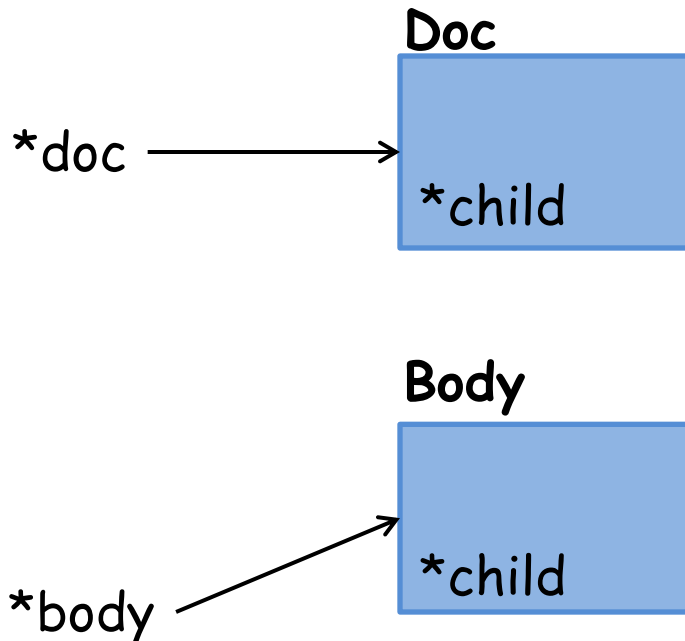
```
class Doc : public Element {  
    // ...  
    Element *child;  
};
```

```
class Body : public Element {  
    // ...  
    Element *child;  
};
```

```
Doc *doc = new Doc();  
Body *body = new Body();  
  
doc->child = body;  
  
delete body;  
  
if (doc->child)  
    doc->child->getAlign();
```



# Understanding Use-after-free



## Allocate objects

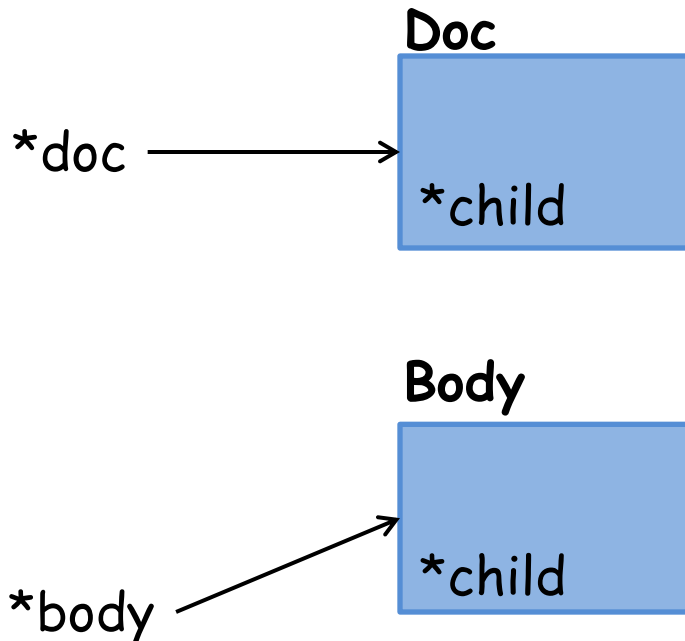
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```
delete body;
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# Understanding Use-after-free



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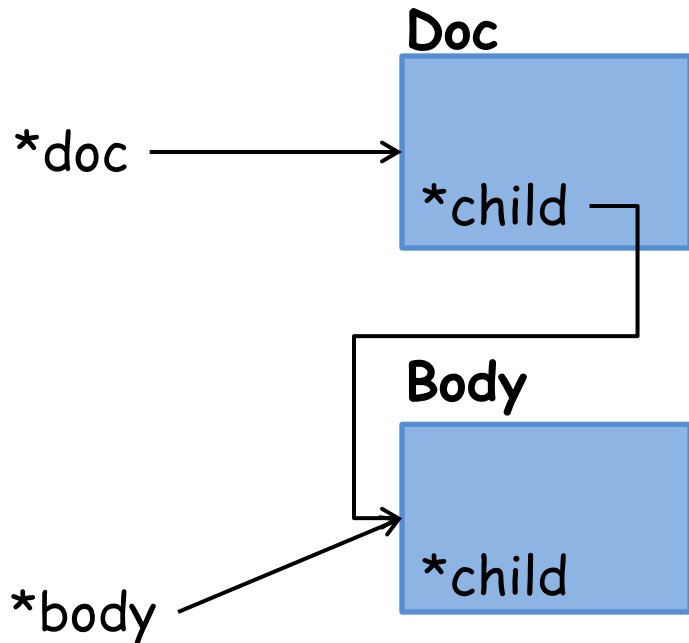
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doc->child = body;
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# Understanding Use-after-free



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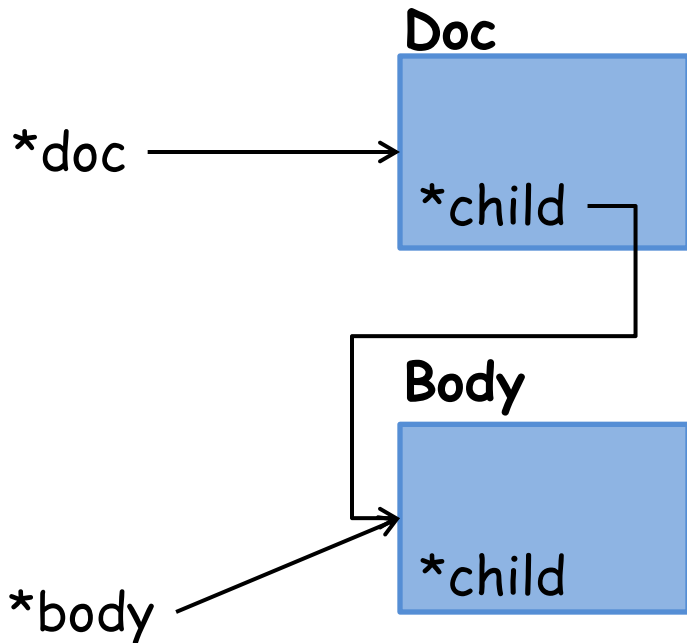
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# Understanding Use-after-free



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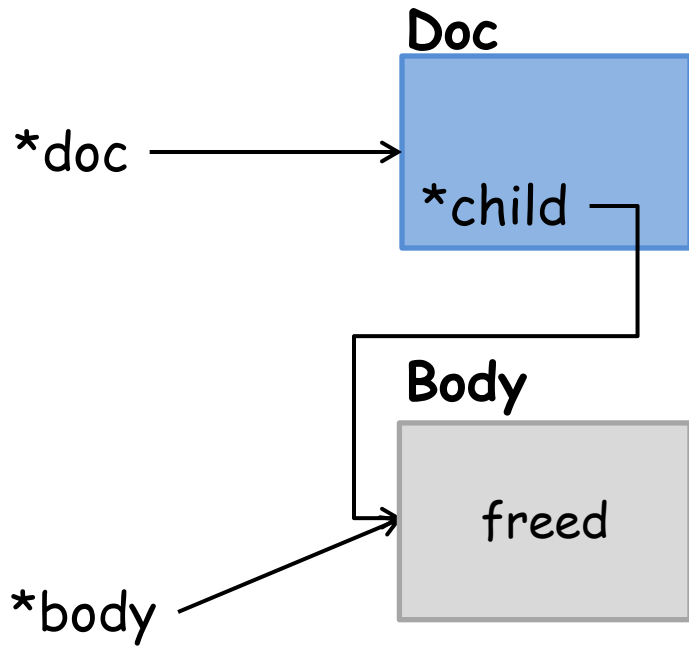
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## Free an object

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delete body;
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# Understanding Use-after-free



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Doc *doc = new Doc();  
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## Propagate pointers

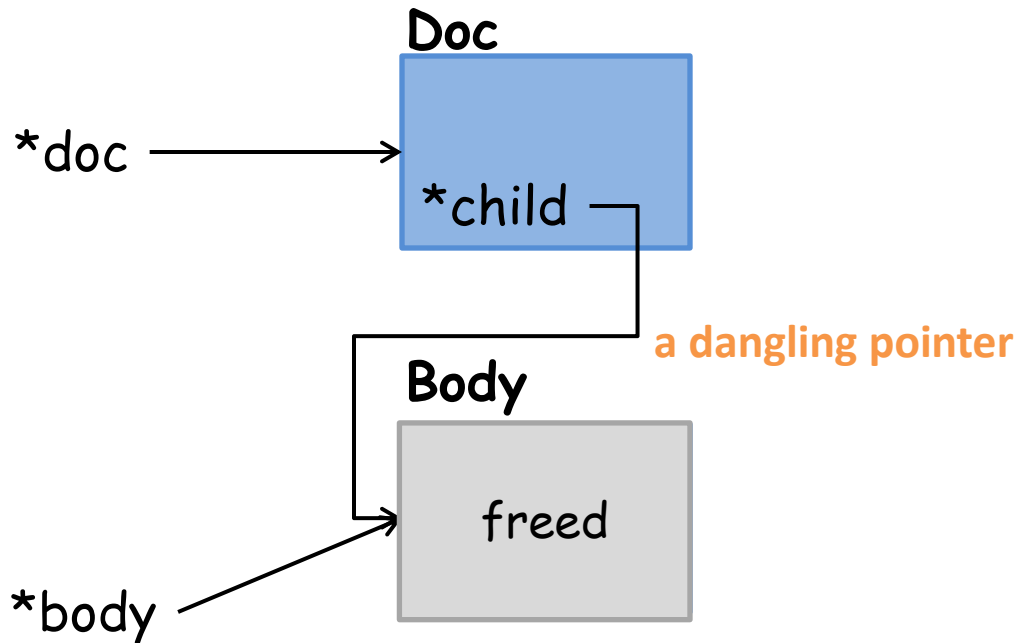
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```

## Free an object

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delete body;
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# Understanding Use-after-free



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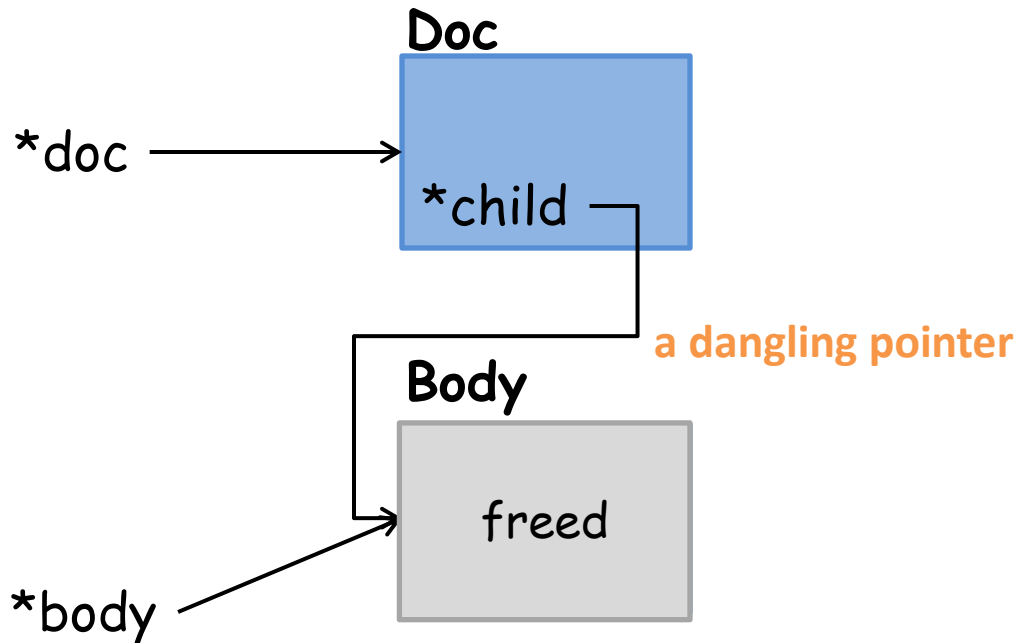
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# Understanding Use-after-free



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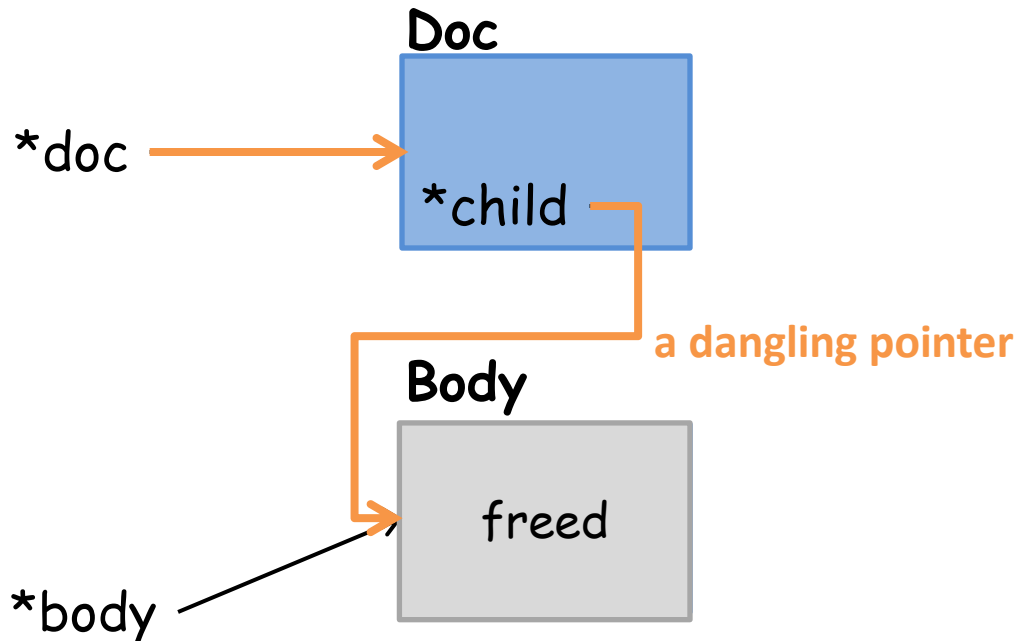
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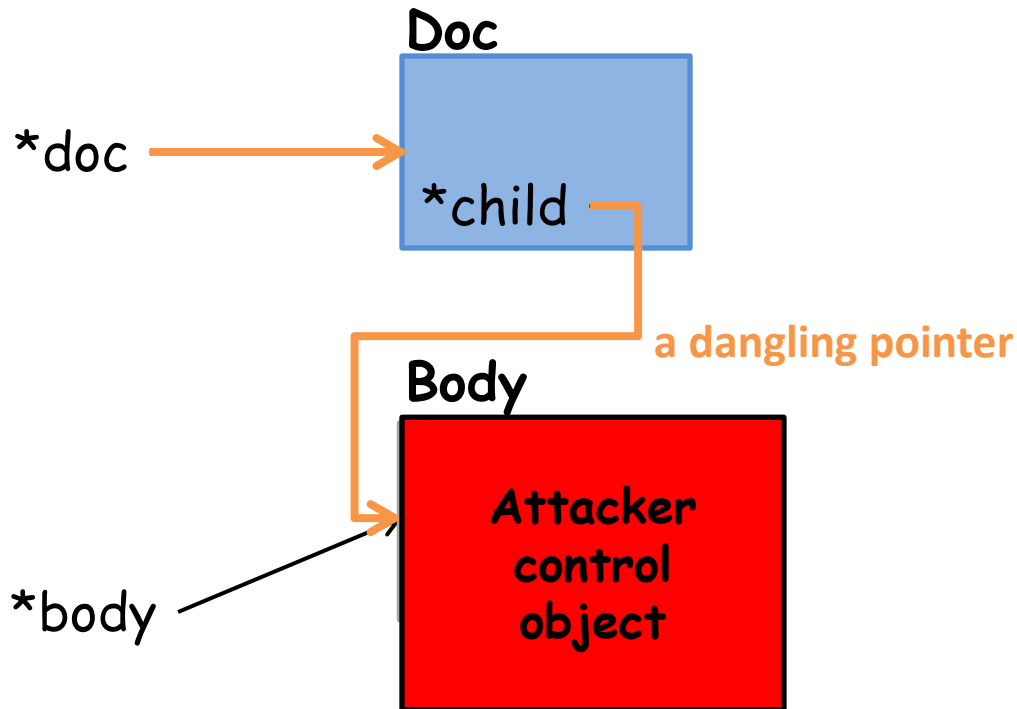
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# Understanding Use-after-free



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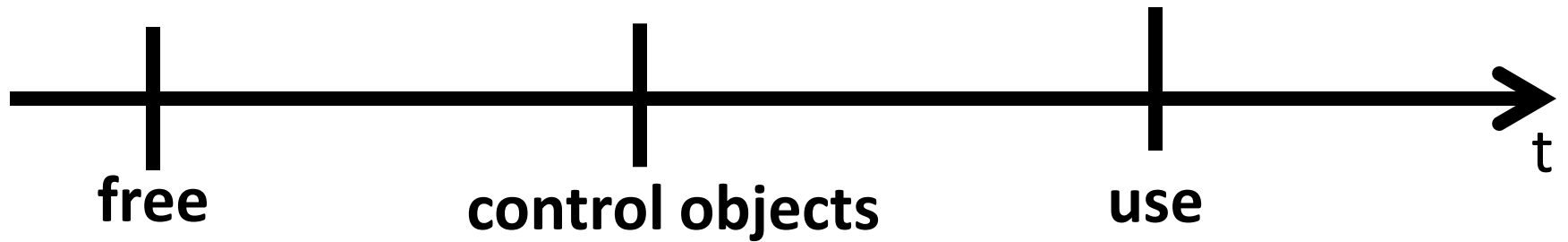
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if (doc->child)  
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# Related Work on Use-after-free



Safe Allocators

AddressSanitizer

Delayed free

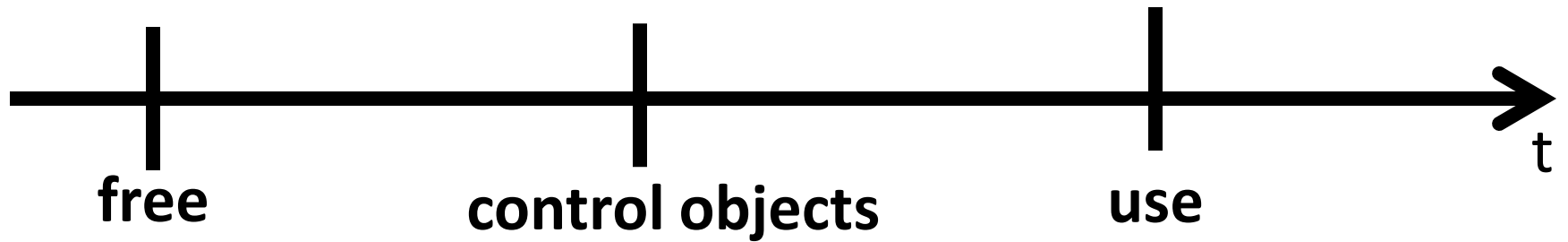
Vtable protection

Control Flow Integrity

Memory Safety

Use-after-free detector

# Related Work on Use-after-free



Safe Allocators

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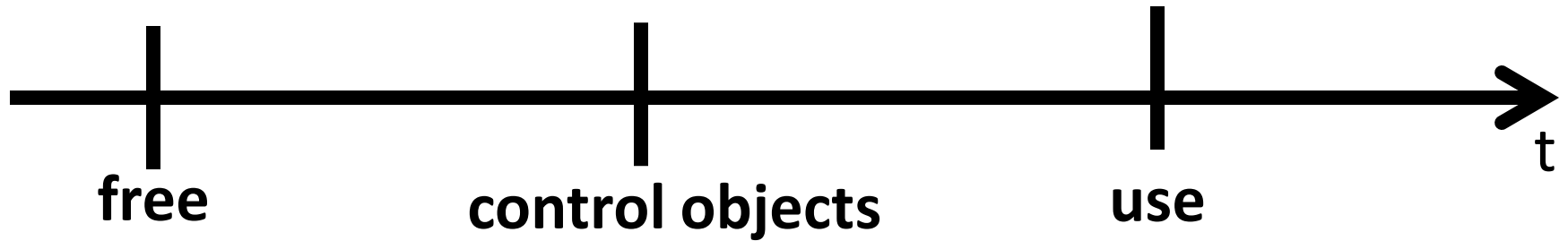
Use-after-free detector

**Make exploitation harder, but still bypassable ☹️**

**or**

**Difficult to support large-scale software ☹️**

# Related Work on Use-after-free



**DangNull**

Safe Allocators

Vtable protection

AddressSanitizer

Control Flow Integrity

Delayed free

Memory Safety

Use-after-free detector

**Make exploitation harder, but still bypassable ☹️**

**or**

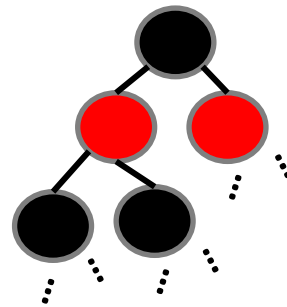
**Difficult to support large-scale software ☹️**

# DangNull: Use-after-free detector

- Tracking Object Relationships
  - Coarse grained pointer semantic tracking
  - ➔ Support large-scale software
- Nullify dangling pointers
  - Immediately eliminate all dangling pointers
  - ➔ Non-bypassable to sophisticated attacks

# Tracking Object Relationships

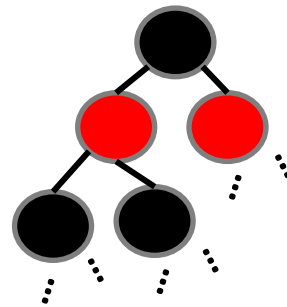
- Intercept allocations/deallocations in runtime
  - Maintain Shadow Object Tree
    - Red-Black tree to efficiently keep object layout information
    - Node: (base address, size) pair



# Tracking Object Relationships

- Intercept allocations/deallocations in runtime
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    - Node: (base address, size) pair

```
Doc *doc = new Doc();
```



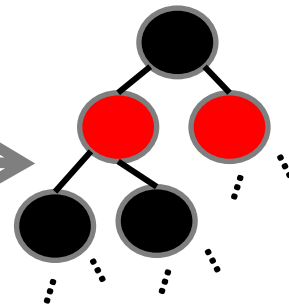
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## Insert shadow obj:

- Base address of allocation
- Size of Doc





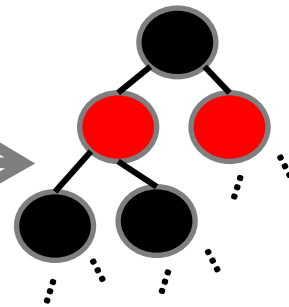
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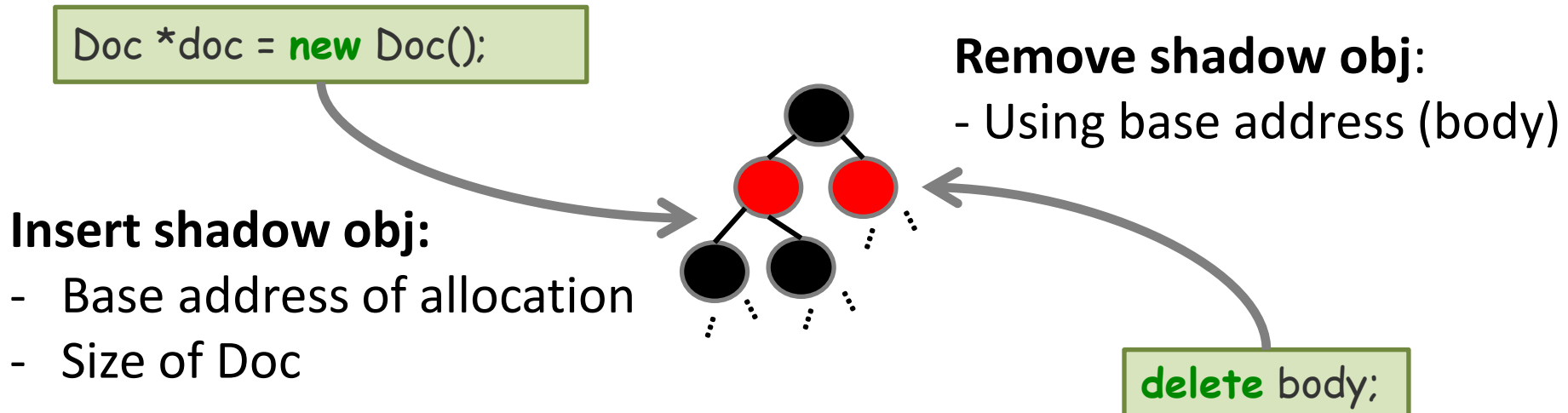
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```
delete body;
```

# Tracking Object Relationships

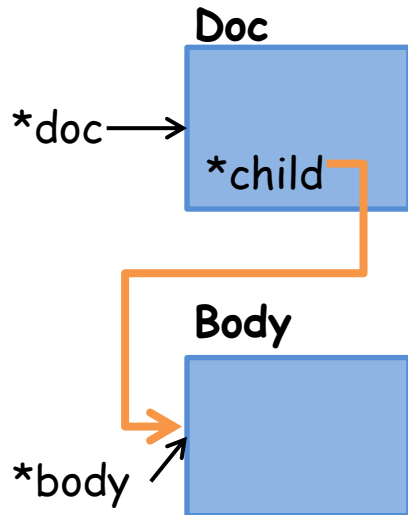
- Intercept allocations/deallocations in runtime
  - Maintain Shadow Object Tree
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# Tracking Object Relationships

- Instrument pointer propagations
  - Maintain backward/forward pointer trees for a shadow obj.

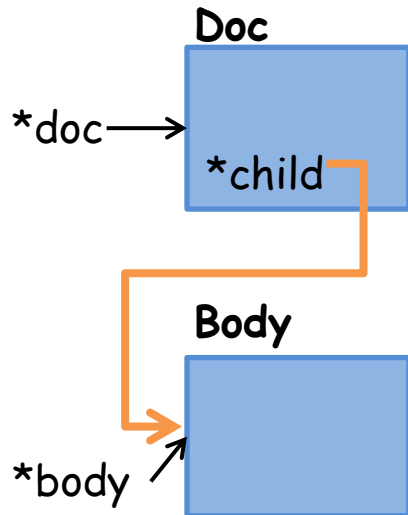
```
doc->child = body;
```



# Tracking Object Relationships

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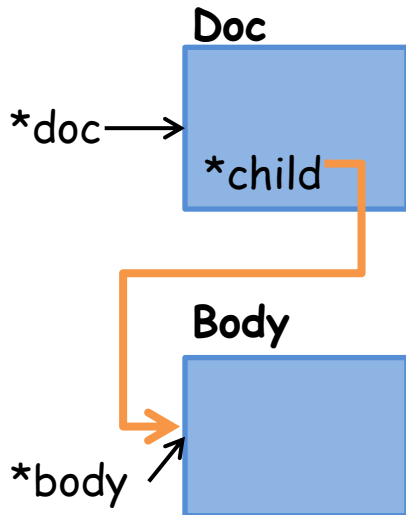
```
doc->child = body;  
trace(&doc->child, body);
```



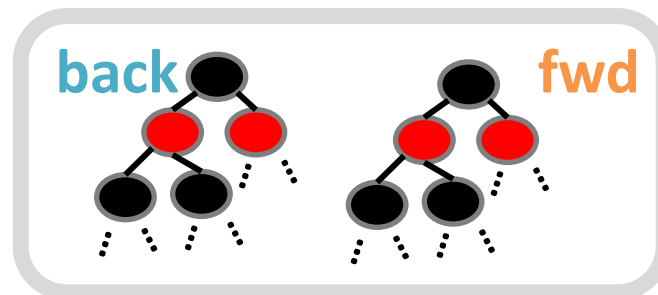
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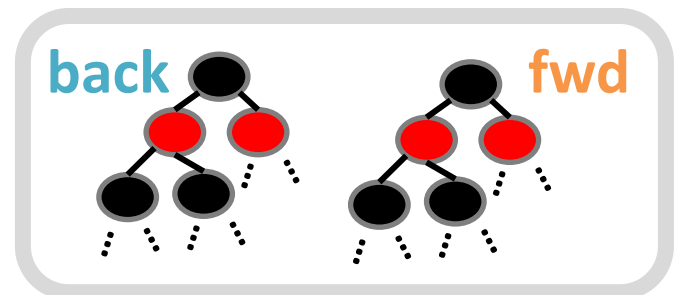
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## Shadow obj. of Doc



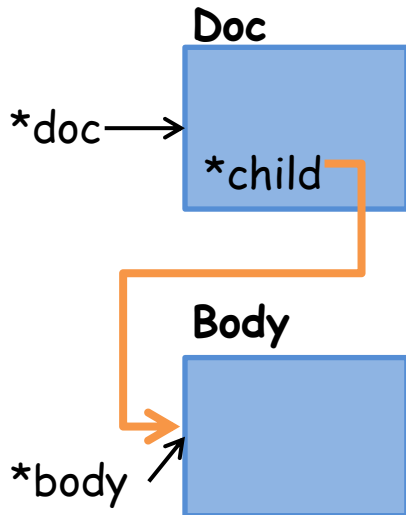
## Shadow obj. of Body



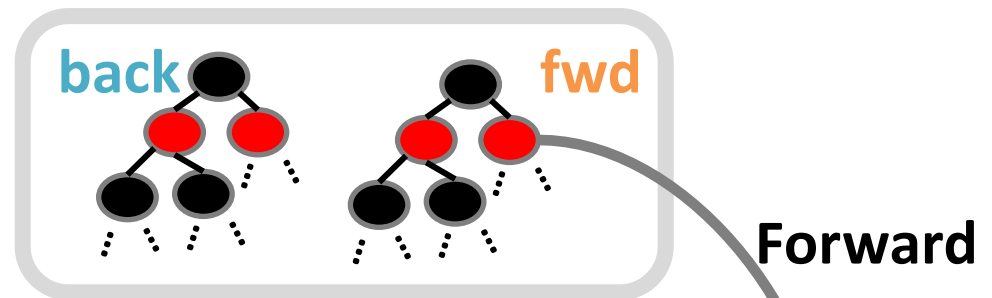
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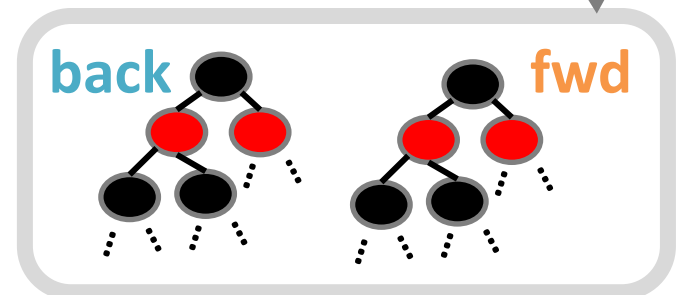
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## Shadow obj. of Doc



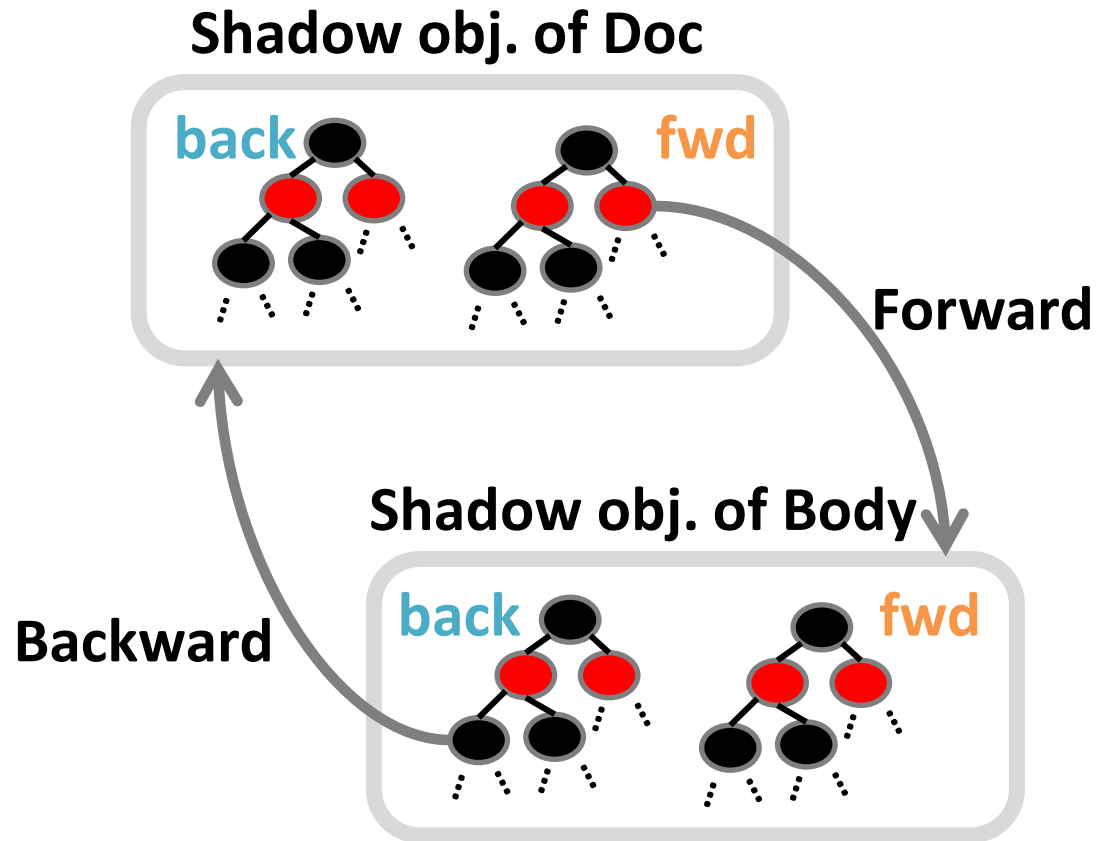
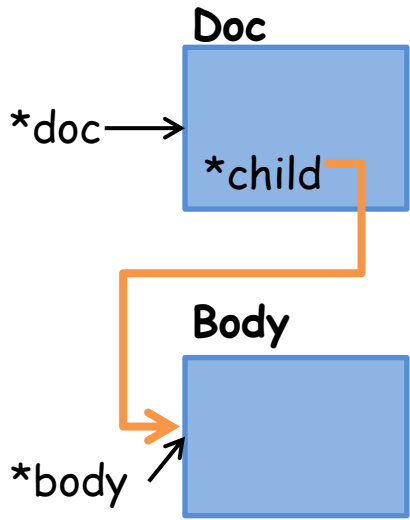
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# Tracking Object Relationships

- Instrument pointer propagations
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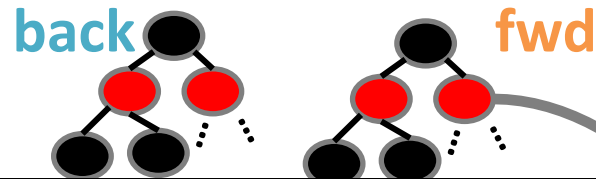


# Tracking Object Relationships

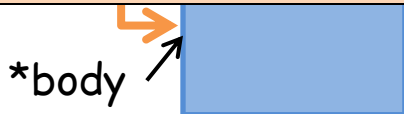
- Instrument pointer propagations
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doc->child = body;  
trace(&doc->child, body);
```

Shadow obj. of Doc



**This is coarse grained pointer semantic tracking,  
but enough to identify all dangling pointers.**

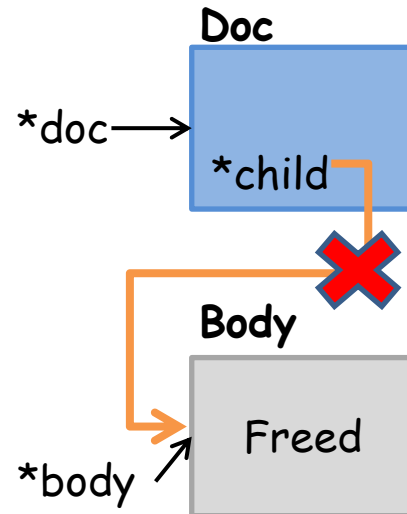




# Nullifying Dangling Pointers

- Nullify all backward pointers of Body, once it is deleted.
  - All backward pointers of Body are dangling pointers
  - Dangling pointers have no semantics

```
delete body;
```



# Nullifying Dangling Pointers

```
delete body;
```

## Nullification

```
doc->child = NULL
```

```
if (doc->child)  
    doc->child->getAlign();
```

**Null-dereference is safely contained  
in pre-mapped nullpadding**

# Nullifying Dangling Pointers

```
delete body;
```

**Immediately eliminate all dangling pointers!**

```
if (doc->child)  
    doc->child->getAlign();
```

**Null-dereference is safely contained  
in pre-mapped nullpadding**

# Implementation

- Prototype DangNull
  - Instrumentation: LLVM pass, +389 LoC
  - Runtime: compiler-rt, +3,955 LoC
- To build target applications,
  - SPEC CPU 2006: one extra compiler and linker flag
  - Chromium: +27 LoC to .gyp build configuration file

# Performance Evaluation

- Chromium browser
  - Instrumented 140k/16,831k (0.8%) instructions
  - Passed all unit tests and layout tests
  - Overall 28.9% overheads on various benchmarks
  - A page loading time for the Alexa top 100 websites
    - 7% increased load time
  - While visiting <http://google.com>,
    - 123k shadow objects and 32k shadow pointers
    - 7k nullifications

# Conclusion

- Presented DangNull, which detects use-after-free
- Supporting large-scale software
- Non-bypassable to sophisticated attacks

# Demo

- Running Chromium browser (version 29.0.1547.65)
  - Hardened using DangNull
  - Testing use-after-free exploit (PoC)
    - CVE-2013-2909: Heap-use-after-free in `WebCore::RenderBlock::determineStartPosition`