

Identifying and Analyzing Pointer Misuses for Sophisticated Memory-corruption Exploit Diagnosis

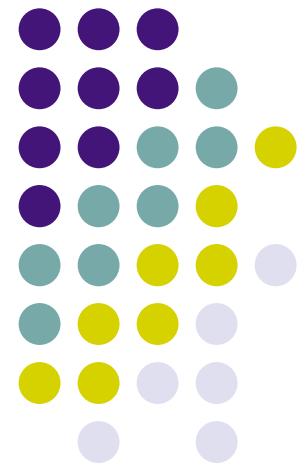
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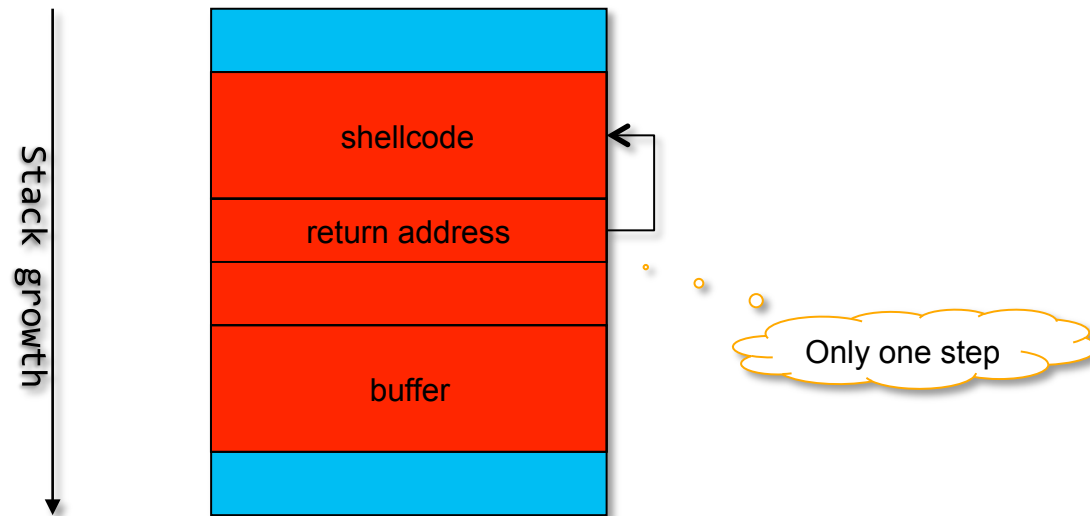
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Simple Stack Buffer Overflow

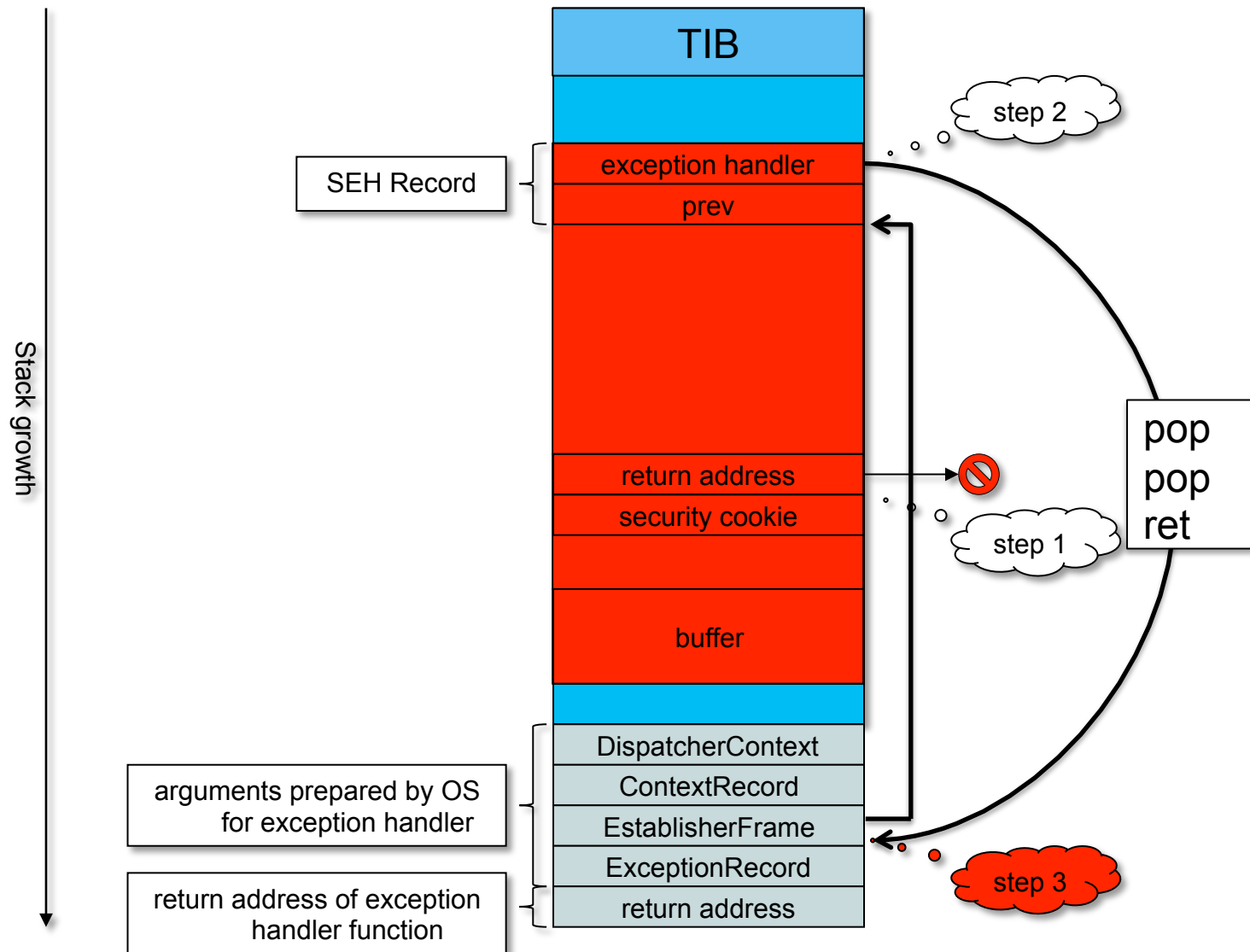
- An attacker overwrites vulnerable function return address, which points to shellcode on stack.



- These single step attacks don't work anymore thanks to:
 - ASLR, DEP, NX, etc.



Exploiting SEH Mechanism





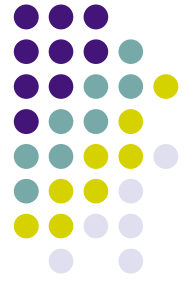
Insights

- Recent attacks employ **multiple steps**.
- **Pointer misuse** is very prominent in sophisticated attacks.
- Key steps constitute pointer misuses.

Our Goal:

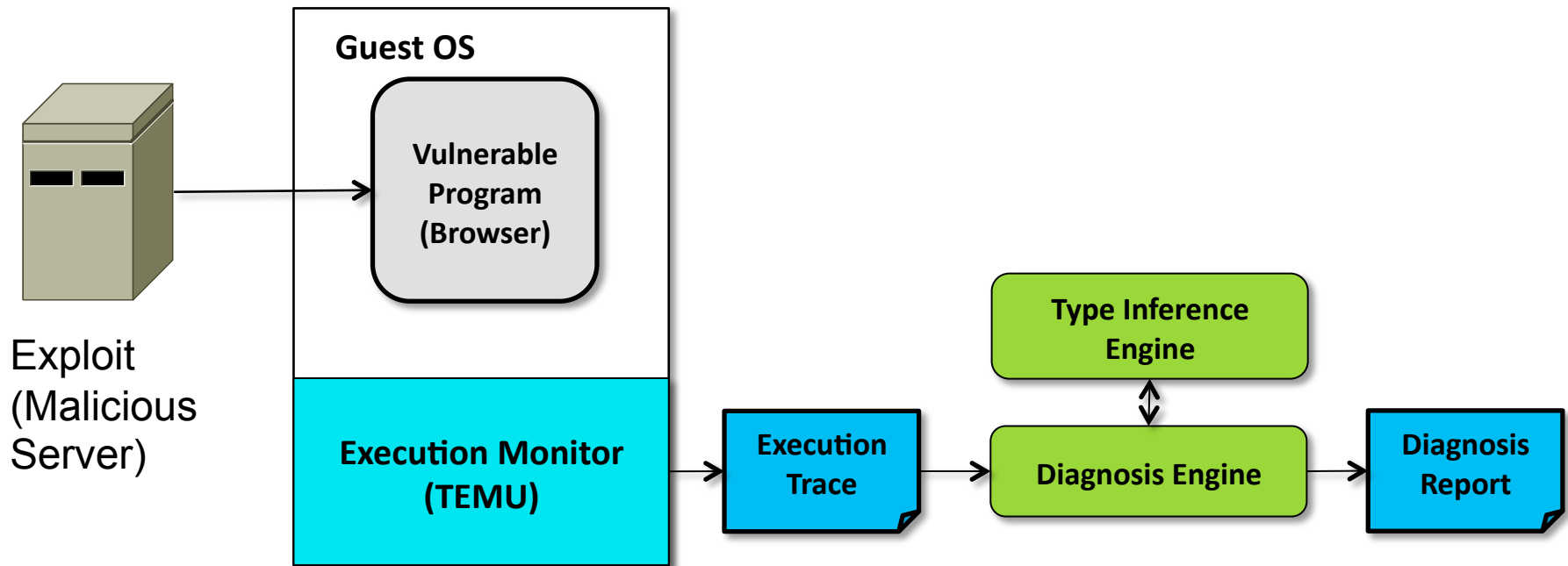
Diagnosing pointer misuses in a multi-step attack.

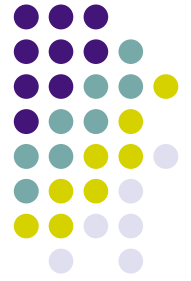
Pointerscope – Attack Diagnosis Engine



- **Type System** tailored to diagnose pointer misuse.
- **Eager type inference** system to detect pointer misuses.
- Provide **big picture** of the misuse through *key steps* graph.

Overview

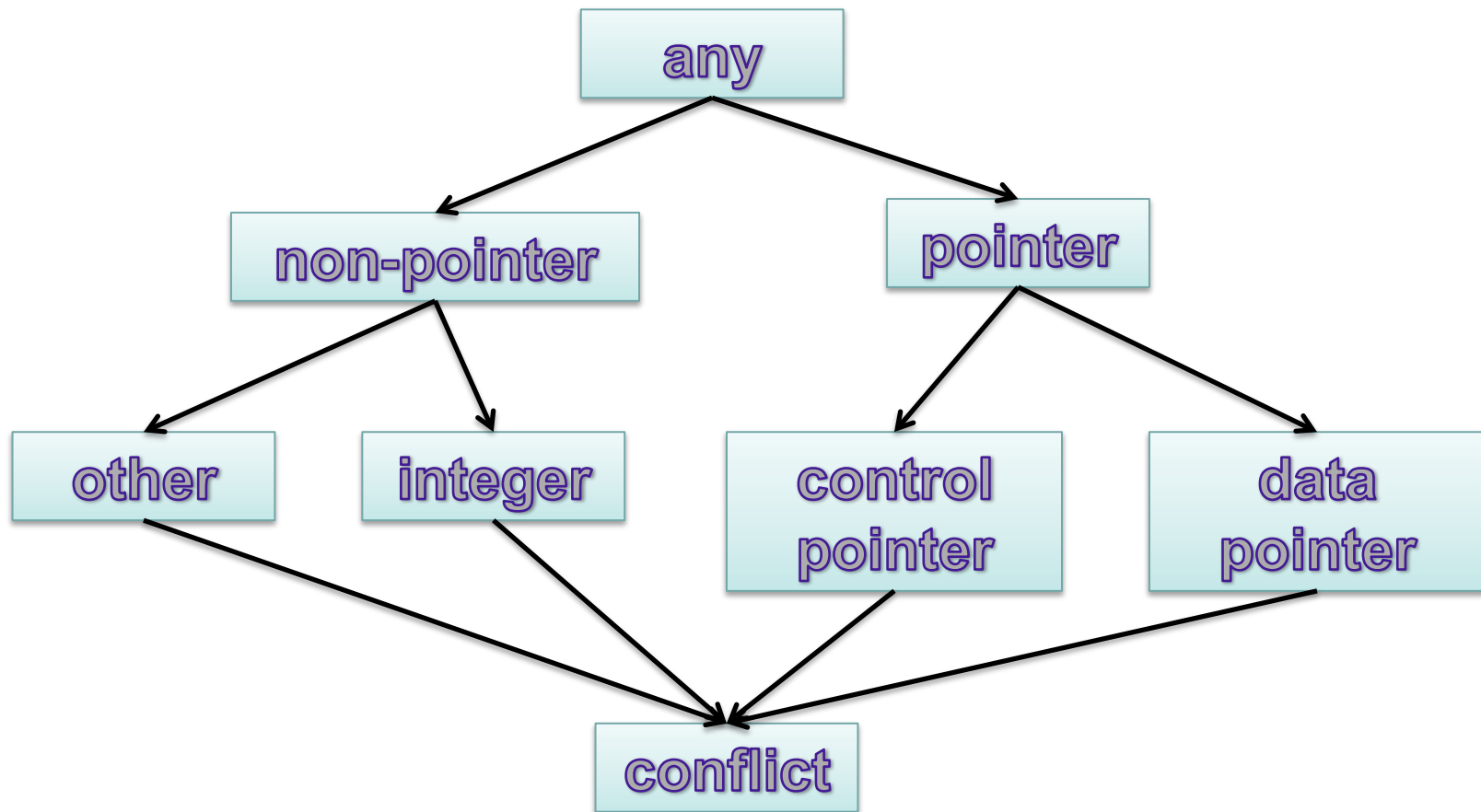
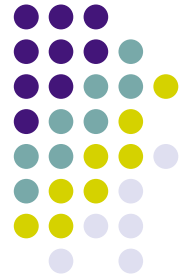




Variable And Variable Type

- A variable is a memory location or a register.
- Simple primitive variable types:
 - Integer
 - Control Pointer (or code pointer)
 - Data Pointer
 - Other. (The rest of the types)

Type Lattice



Eager Dynamic Type Inference



- Type Propagation:
 - `mov %eax, %ebx`
 - Inference: `eax` and `ebx` have same type
- Type Constraints:
 - `call %eax`
 - Inference: `%eax` contains Control Pointer

Example – Type Inference



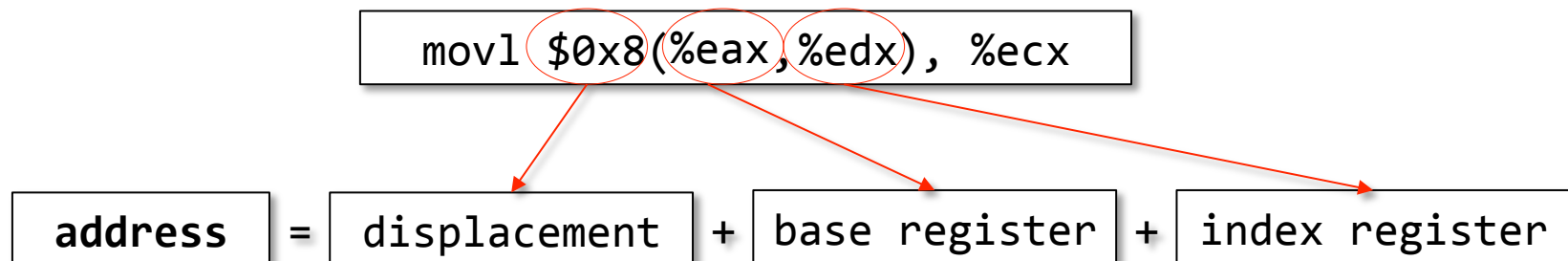
{eax, ebx} : ANY	mov %eax, %ebx
{eax, ebx, ecx} : ANY	mov %ebx, %ecx
ecx is an INT	imul \$0x05, %ecx, %ecx
{eax, ebx, ecx}: Integer	
{eax, ebx, ecx, edx} : Integer	mov %ecx, %edx
Used as a pointer. Conflict	call *%ecx

Harder than it seems!



Challenges

- X86 supports base-index with displacement – Problem: Compilers don't follow convention.

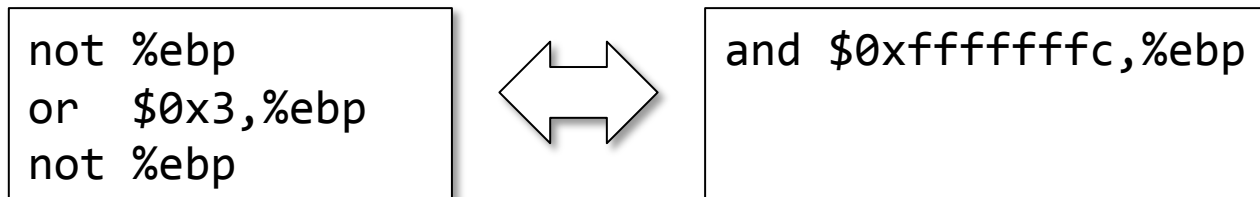


Solution: Register closest to result is the base.



Challenges... contd.

- Individual instructions not always lead to accurate type inferences.
 - Eg:



- Solution: recognizing the common patterns and treat them as special cases



Challenges... contd.

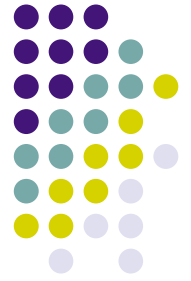
- LEA designed to load effective address, but often used in arithmetic.

```
lea $0x8(%eax,%edx,4), %ecx
```


$$\%ecx = \%eax + \%edx \times 4 + \$0x8$$

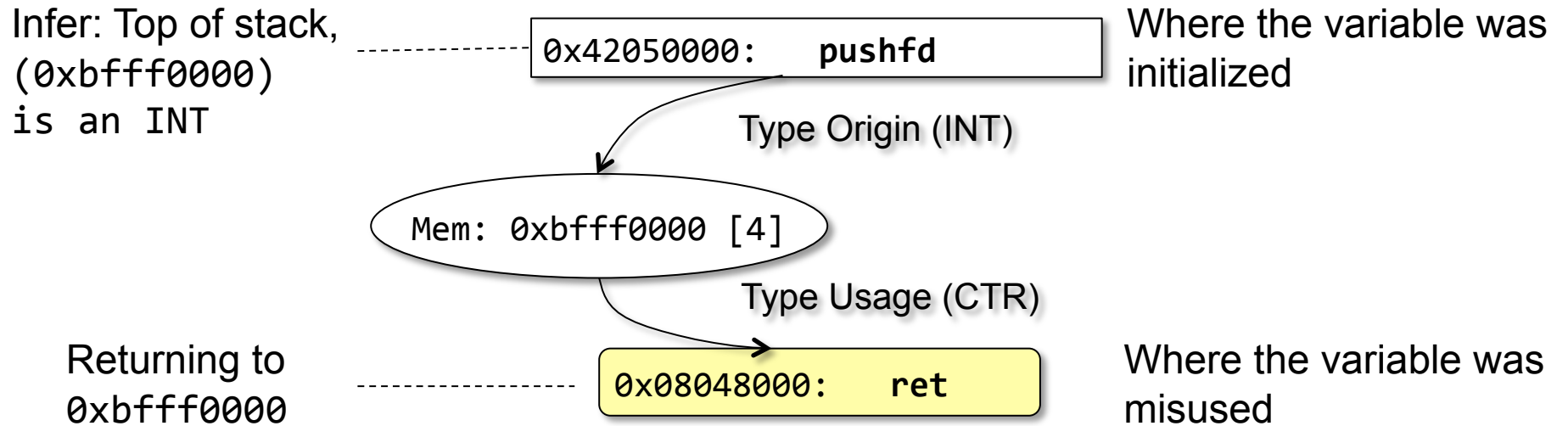
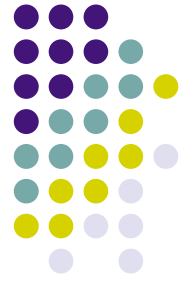
Solution: Treat lea as an arithmetic operation.

Challenges...

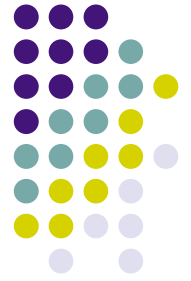


- More challenges discussed in the paper!

Key Steps Graph – Example



Evaluation



- Implementation

- Execution monitor on TEMU.
- 3.6K lines of C code.

- Experimental setup

- Evaluated against real world exploits from Metasploit framework.

Summary of Effectiveness



CVE	Attack Technique	Runtime*	Pointer Misuses	Trace Size	Slice Size
CVE-2010-0249	Uninitialized memory; heap spray	18m23s, 8m30s	11	307,987,560	48,404,242
CVE-2009-3672	Incorrect variable initialization; heap-spray	3m10s, 31s	2	22,759,299	955,325
CVE-2009-0075	Uninitialized memory; heap spray	25m, 21m16s	6	411,323,083	44,792,770
CVE-2006-0295	Heap overflow; heap spray	3m5s, 1s	3	808,392	34,883
CVE-2006-1016	Stack overflow; SEH exploit	4m59s, 1m33s	3	64,355,691	1,334,253
CVE-2006-4777	Integer overflow; heap spray	1m45s, 40s	3	2,632,241	1,669,751
CVE-2006-1359	Incorrect variable initialization; heap spray	11m58s, 13s	2	8,336,193	29,520
CVE-2010-3333	Stack overflow vulnerability; SEH exploit	18m53s, 7m24s	1	236,331,307	814,305
CVE-2010-3962	Incorrect variable initialization; heap spray	10m36, 15s	2	9,281,019	78,704

*Time taken to generate trace, time taken to generate key steps



Case Study: CVE-2009-3672

- This is a real world exploit for vulnerable version of IE Browser
- This attack is caused by a vulnerability in the class `CDispNode`'s member function `SetExpandedClipRect`



The First Type Conflict

```
0x749120f2:    or $0x2, %eax  
I@0x00000000[1](R) R@eax[4](RW)  
0x102098@mshtml.dll@CLayout::SizeDispNode
```

Infer: Integer

Type Origin (INT)

eax (4 bytes)

or \$0x2, %eax

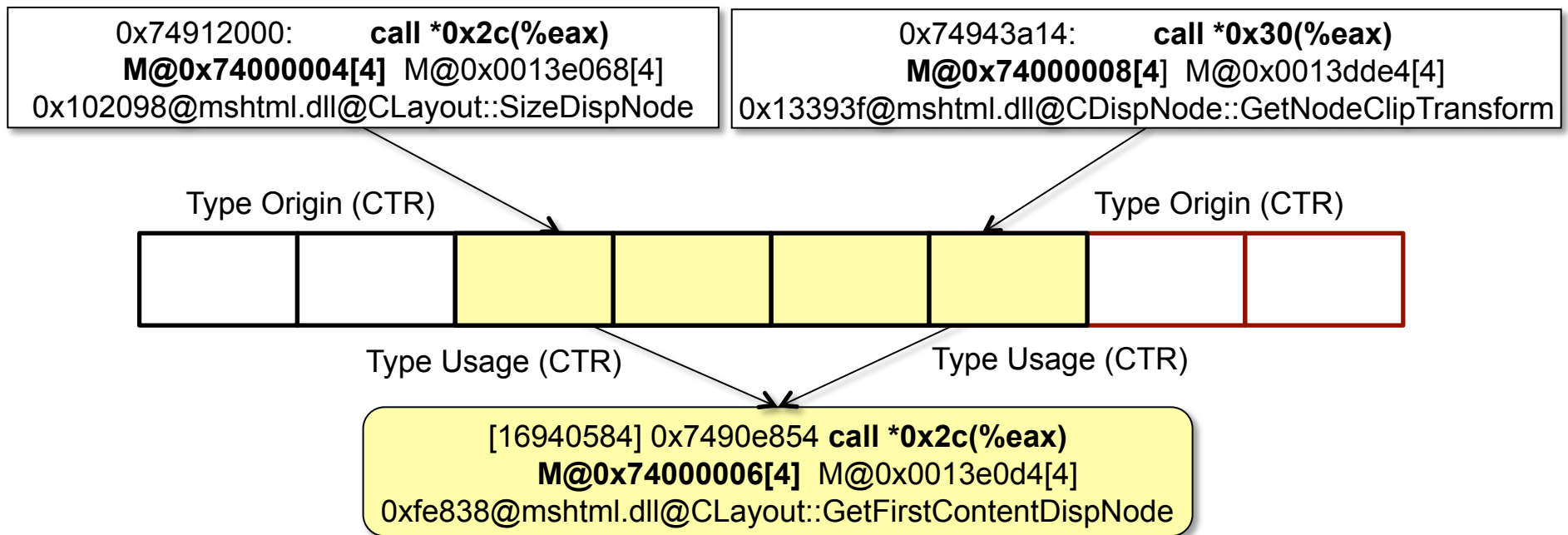
Type Usage (CTR)

```
0x7490e854:    call *0x2c(%eax)  
M@0x74831546[4] M@0x0013e0d4[4]  
0xfe838@mshtml.dll@CLayout::GetFirstContentDispNode
```

Used as Control Ptr
Violation

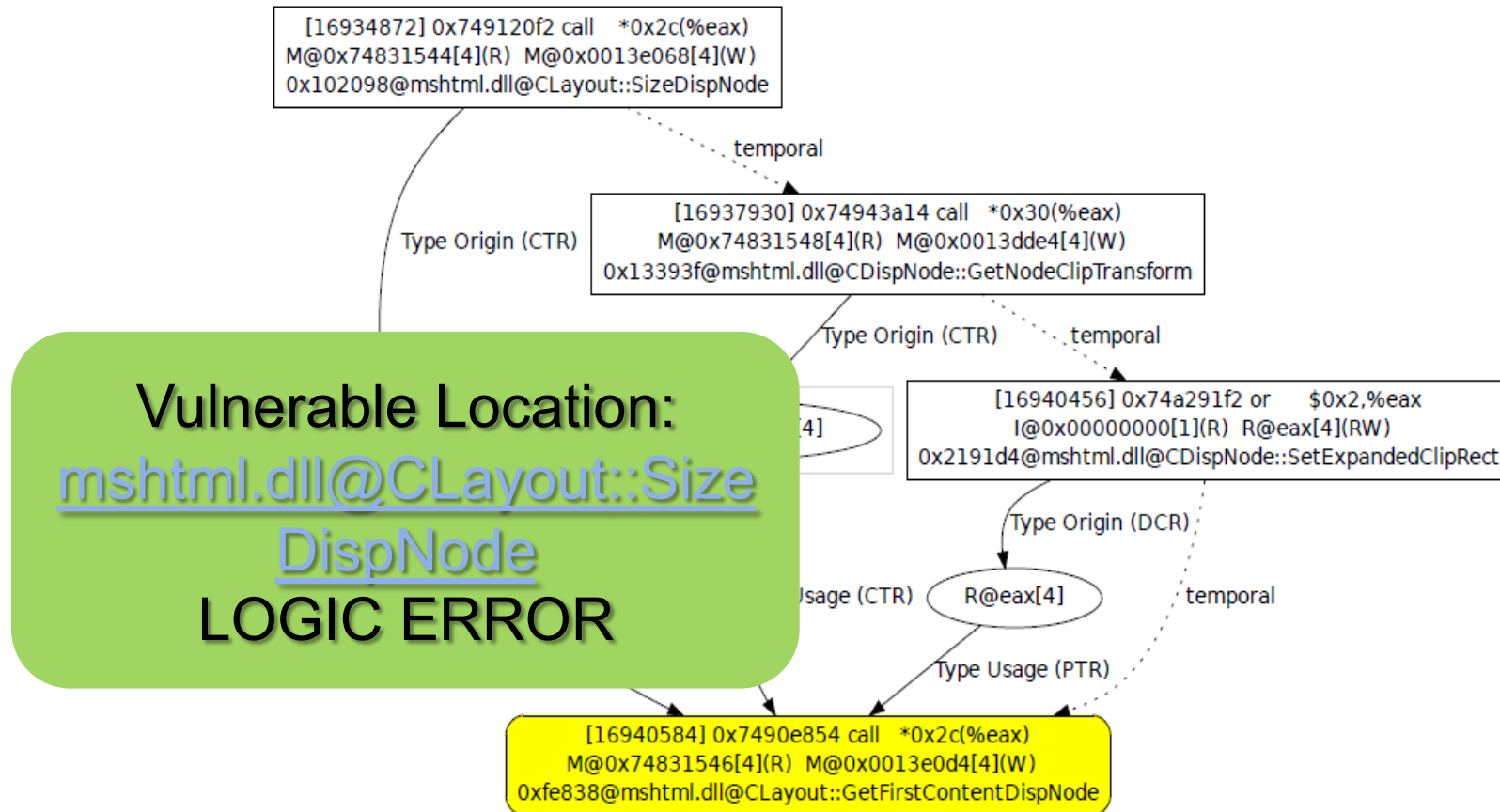


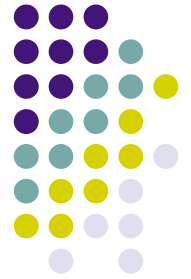
The Second Type Conflict





Final Result





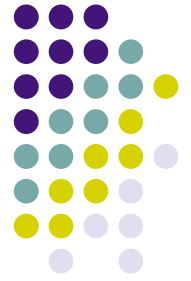
Reducing False Positives

- What makes it hard?
 - Compiler optimizations
 - Code obfuscation – even by proprietary code.
- Note: Our goal is NOT to eliminate False Positives.



Related Work

- Attack Diagnosis Techniques
 - BackTracker [King, et. al, SOSP'03], Dynamic Taint Analysis [Newsome, et. al, NDSS'05]
- Type and Data Structure recovery from binary
 - Rewards [Zin, et.al, NDSS'10], Howard [Slowinska, NDSS'11], Tie [Lee, et.al, NDSS'11]
- Defense and evasion techniques
 - CFI [Abadi, et.al, CCS'05], DFI [Castro, et.al, OSDI'06], WIT [Akritidis, et.al, IEEE S&P'08]



Conclusion

- We define a **pointer centric type system** to track pointers.
- We design a **type inference system** to detect pointer misuses.
- We **generate the key steps graph** to identify key steps.
- We evaluate our work by testing our system on real-world exploits from metasploit.



Questions?



Challenges... contd.

- Handling memory copy operations
 - Memory copy operations may break the integrity of variables



Solution: Aggregation.

Case Study: SEH Attack

