

# Profile-guided Automated Software Diversity

Andrei Homescu   Steven Neisius   Per Larsen  
Stefan Brunthaler   Michael Franz

University of California, Irvine

International Symposium on  
Code Generation and Optimization  
2013



## Overview



- Code-reuse attacks are hard to defeat.



- Code-reuse attacks are hard to defeat.
- Diversity makes code-reuse nearly impossible.



- Code-reuse attacks are hard to defeat.
- Diversity makes code-reuse nearly impossible.
- Unfortunately, there is considerable overhead.



## Code-reuse Attacks



Initially:

Attacker writes to memory and diverts flow control.



Initially:

Attacker writes to memory and diverts flow control.

Then:

$W \oplus X$  prevents code injection.





Initially:

Attacker writes to memory and diverts flow control.

Then:

$W \oplus X$  prevents code injection.

Now:

Attacker strings code gadgets together



# What are Gadgets?

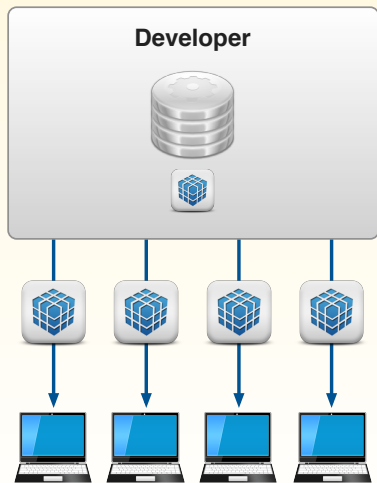
- Valid x86 code.
- Any length.
- Ends with a free branch.



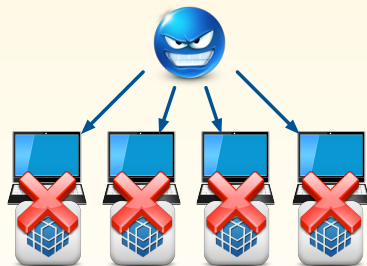
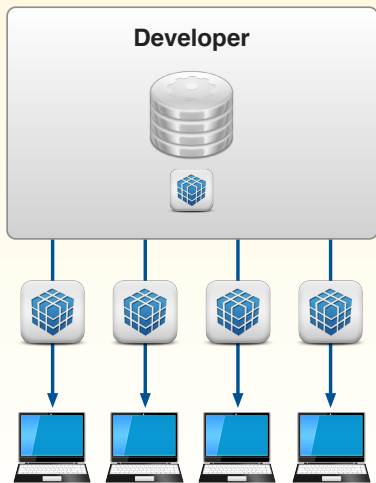
Attacker has the program code.



Attacker has the program code.



Attacker has the program code.



## The Telegra

Wednesday, April 4, 2012

### Guinea pig harem says 'hello

A GUINEA pig called Sooty had himself a night to remember after escaping from his pen and creating a tunnel connecting him into

lot of men will be looking at Sooty with envy. "We knew that he had gone missing after wriggling through the bars of his cage. We looked for him

Ren  
foll  
imp  
The



A GUINEA pig called Sooty had himself a night to remember after escaping from his pen and creating a tunnel connecting him into a cage of twenty-four females. He romanced each of them in turn and was yesterday the proud father of a litter of 43. Staff at Little Friend's Farm in Whitehire, South Wales, have now secured Sooty's pen - and begun looking for homes for the guinea pigs. His owner-Carol House-42, said: "I'm sure a

lot of men will be looking at Sooty with envy. "We knew that he had gone missing after wriggling through the bars of his cage. We looked for him everywhere but never thought of checking the pen where we keep 24 females. We did a head count and found 25 guinea pigs - Sooty was fast asleep in the corner. He was absolutely shattered. We put him back in his cage and he slept for two days."

A GUINEA pig named Sooty had himself a night to remember after escaping from his pen and tunneling into a cage of twenty-four females. He romanced each of them in turn and was yesterday the proud father to a litter of 43. Staff at Little Friend's Farm in Whiteshire, South Wales, have now secured Sooty's pen - and begun looking for homes for the guinea pigs. His owner-Carol House-42, said: "I'm sure a lot of men will be looking

at Sooty with envy. "We knew that he had gone missing after wriggling through the bars of his cage. We looked for him everywhere but never thought of checking the pen where we keep 24 females. We did a head count and found 25 guinea pigs - Sooty was fast asleep in the corner. He was absolutely shattered. We put him back in his cage and he slept for two days."



*"The ultimate defense is to drive the complexity of the ultimate attack up so high that the cost of attack is too high to be worth performing."*

Operating system protection through program evolution.  
F. Cohen, 1993.



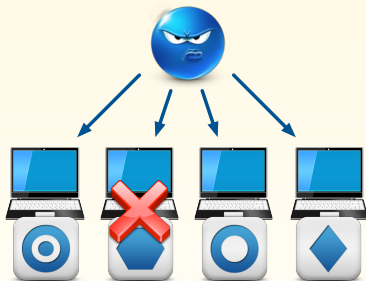
## Software Diversity



- Watermarking
- Obfuscation
- Tamperproofing
- Exploit Defense



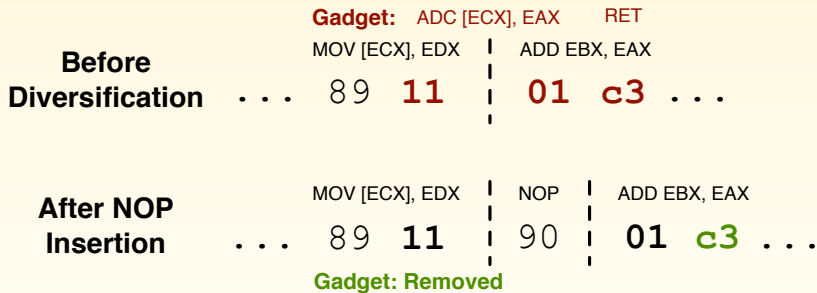
- Watermarking
- Obfuscation
- Tamperproofing
- **Exploit Defense**



## Multicompiler Built on LLVM



# NOP Insertion



# NOP Insertion

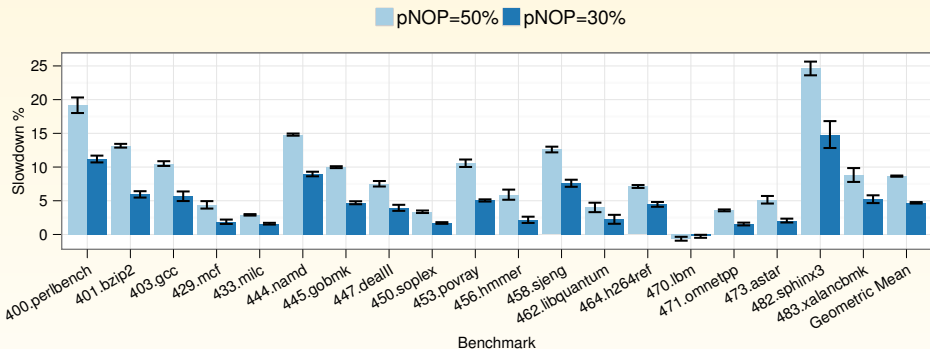
		<b>Gadget:</b> ADC [ECX], EAX	RET			
		MOV [ECX], EDX		ADD EBX, EAX		
<b>Before Diversification</b>	...	89 11		01 c3 ...		
		MOV [ECX], EDX		NOP		ADD EBX, EAX
<b>After NOP Insertion</b>	...	89 11		90		01 c3 ...
		<b>Gadget: Removed</b>				

NOP insertion is most effective.

(Breaks 99.99% of gadgets)



# NOP Insertion



Highest performance impact.

(Overhead up to **25%**)





## Profile-guided Diversity



- Traditionally used to direct more aggressive optimization on hot code.



- Traditionally used to direct more aggressive optimization on hot code.
- The majority of run-time is spent in a small portion of the code.



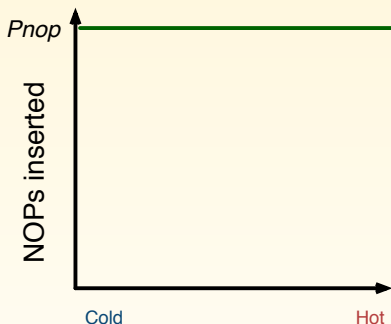
- Traditionally used to direct more aggressive optimization on hot code.
- The majority of run-time is spent in a small portion of the code.
- **The majority of the diversity overhead is from a small portion of the code.**



- Traditionally used to direct more aggressive optimization on hot code.
- The majority of run-time is spent in a small portion of the code.
- The majority of the diversity overhead is from a small portion of the code.
- No, this will not make exploits run faster.



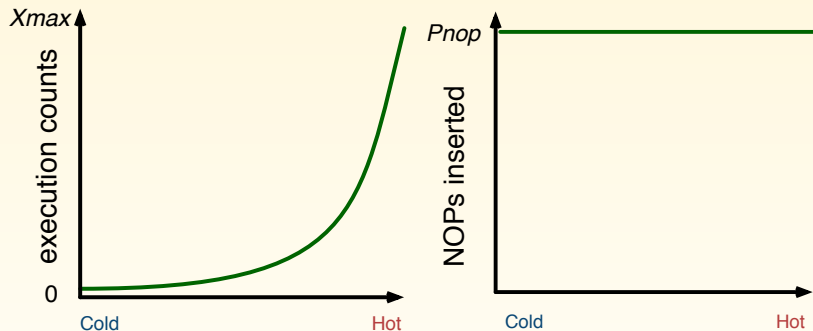
# Insertion Probability



```
foo ();  
for ( int i=0 ; i<100 ; i++ ){  
    bar ();  
    for ( int i=0 ; i<100 ; i++ ){  
        baz (); } } }
```



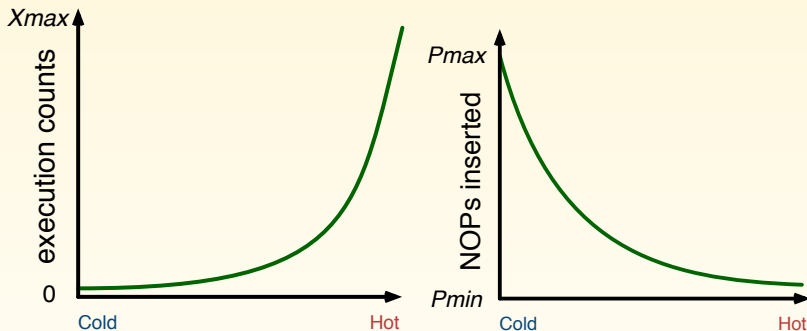
# Insertion Probability



```
foo ();  
for ( int i=0 ; i<100 ; i++ ){  
    bar ();  
    for ( int i=0 ; i<100 ; i++ ){  
        baz (); } }  
}
```



# Insertion Probability



$$p_{NOP}(x) = p_{max} - (p_{max} - p_{min}) \frac{\log(1+x)}{\log(1+x_{max})}$$





# Example

## Source

```
...  
ADD EAX, EBX  
MOV [ECX], EAX  
JMP @L1  
  
...  
  
@L2:  
ADD EAX, ECX  
DEC ECX  
JCXZ @L2  
  
...  
  
MOV [EBX], EAX  
RET
```

## W/O Profiling

```
...  
ADD EAX, EBX  
NOP  
MOV [ECX], EAX  
NOP  
JMP @L1  
  
...  
@L2:  
NOP  
ADD EAX, ECX  
NOP  
DEC ECX  
NOP  
JCXZ @L2  
  
...  
MOV [EBX], EAX  
NOP  
RET
```

## W/ Profiling

```
...  
ADD EAX, EBX  
NOP  
MOV [ECX], EAX  
NOP  
JMP @L1  
  
...  
@L2:  
ADD EAX, ECX  
NOP  
DEC ECX  
JCXZ @L2  
  
...  
  
MOV [EBX], EAX  
NOP  
RET
```

Legend: Hot Code, Cold Code, Inserted NOPs



## Performance



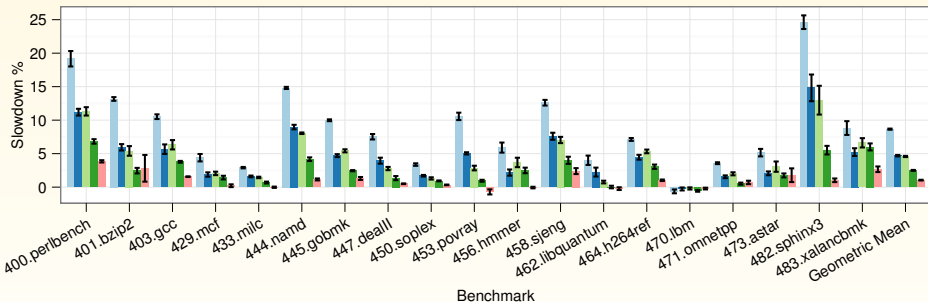
# Experimental Setup

- SPEC CPU 2006 benchmarks.
- Profiled with `train` input set.
- `-O2` optimization level.
- 5 diverse versions of each benchmark.
- 3 timed runs per version.



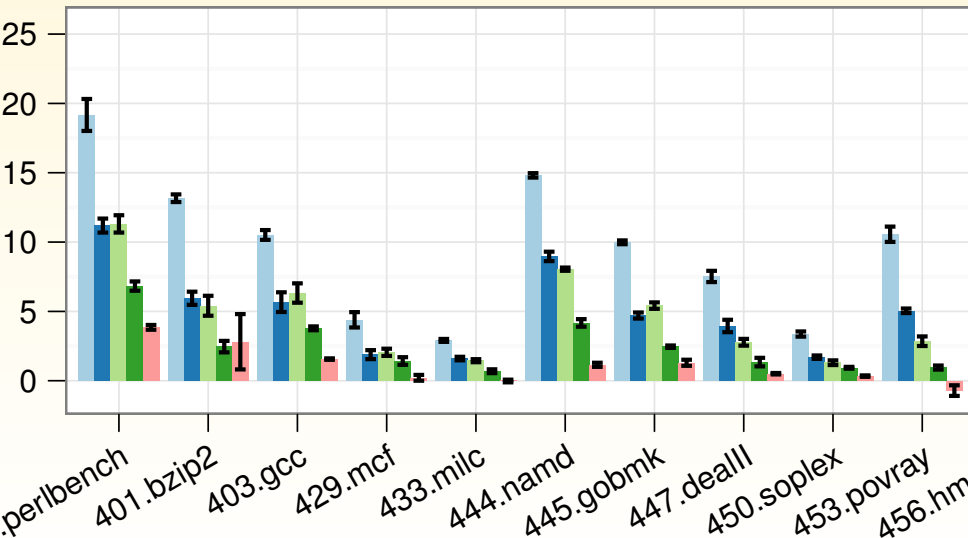
# Profile-guided NOP Insertion Performance

■ pNOP=50% ■ pNOP=30% ■ pNOP=25-50% ■ pNOP=10-50% ■ pNOP=0-30%



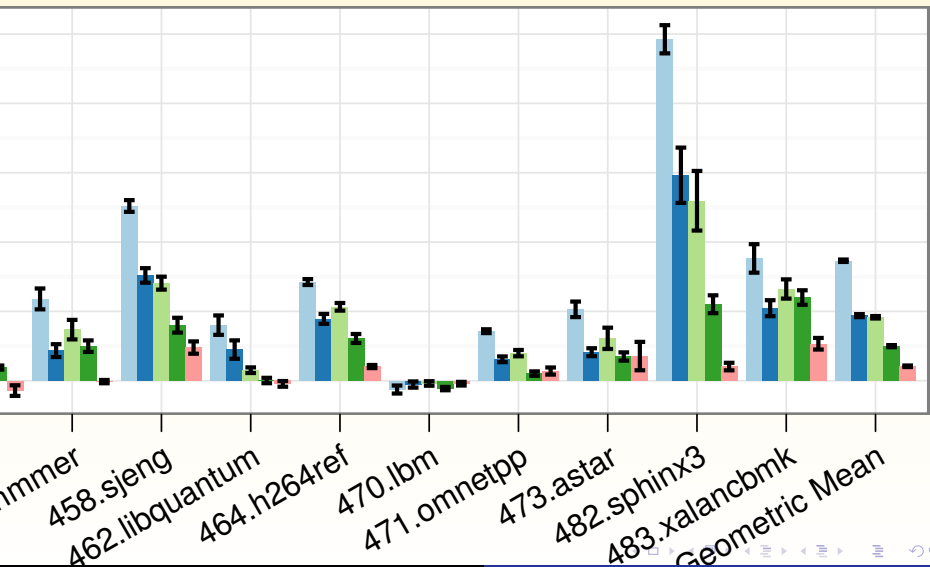
# Profile-guided NOP Insertion Performance

pinop=50% pinop=30% pinop=25%



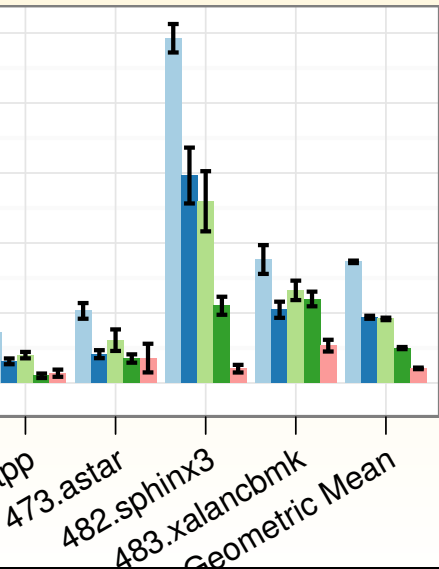
# Profile-guided NOP Insertion Performance

Legend:   
 ■ PINOP = 25-50% (light blue)   
 ■ PINOP = 10-50% (green)   
 ■ PINOP = 0-30% (red)



# Profile-guided NOP Insertion Performance

$p_{NOP} = 0-30\%$



$p_{NOP}$ %	Geo. Mean
50%	8%
30%	5%
25-50%	5%
10-50%	3%
0-30%	1%

- Overhead with profiling becomes **negligible**.





- Overhead with profiling becomes **negligible**.
- Allows stronger diversifying transformations without sacrificing performance.



## Security



- Concrete Evaluation
  - ROPgadget and microgadgets
  - Launch attack on real program.
  - Analyze gadgets common to all.
- Statistical Evaluation
  - Survivor
  - Pairwise gadget survival.
  - Population analysis.



- Compares attack surface of two binaries.
- Gadgets at same offset.
- Ignores NOPs.



- PHP version 5.3.16
- $p_{\text{NOP}} = 0 - 30\%$
- Profiled with Computer Language Benchmarks Game
- ROPgadget **and** microgadgets
- 25 diversified versions



- PHP version 5.3.16
- $p_{\text{NOP}} = 0 - 30\%$
- Profiled with Computer Language Benchmarks Game
- ROPgadget and microgadgets
- 25 diversified versions
- **No attack succeeded between versions**



- PHP version 5.3.16
- $p_{\text{NOP}} = 0 - 30\%$
- Profiled with Computer Language Benchmarks Game
- ROPgadget and microgadgets
- 25 diversified versions
- No attack succeeded between versions
- **No attack possible with surviving gadgets**



# Surviving Gadgets

Benchmark	Gadgets Baseline	PNOB					Gadgets	
		50%	25 – 50%	10 – 50%	30%	0 – 30%	Extra%	Surviving%
470.lbm	344	61.60	61.92	61.80	62.88	62.92	<b>2%</b>	<b>18.29%</b>
462.libquantum	709	52.32	52.28	52.28	52.28	52.92	<b>1%</b>	<b>7.46%</b>
473.astar	1362	16.64	18.56	22.24	46.20	59.04	<b>254%</b>	<b>4.33%</b>
458.sjeng	3317	15.08	16.00	16.04	17.24	17.44	<b>15%</b>	<b>0.53%</b>
444.namd	5322	38.48	39.12	39.60	42.72	43.24	<b>12%</b>	<b>0.81%</b>
464.h264ref	16233	16.32	16.44	15.68	16.76	18.76	<b>14%</b>	<b>0.12%</b>
447.dealll	24654	21.20	22.52	22.80	24.92	26.28	<b>23%</b>	<b>0.11%</b>
400.perlbench	43065	24.68	25.32	24.20	24.08	25.68	<b>4%</b>	<b>0.06%</b>
471.omnetpp	75246	45.28	47.20	48.08	49.56	59.16	<b>30%</b>	<b>0.08%</b>
483.xalancbmk	566342	246.80	254.36	253.68	271.24	274.16	<b>11%</b>	<b>0.05%</b>





# Surviving Gadgets

Benchmark	Gadgets Baseline	$p_{NOP}$					Gadgets	
		50%	25 – 50%	10 – 50%	30%	0 – 30%	Extra%	Surviving%
470.lbm	344	61.60	61.92	61.80	62.88	62.92	2%	18.29%
462.libquantum	709	52.32	52.28	52.28	52.28	52.92	1%	7.46%
473.astar	1362	16.64	18.56	22.24	46.20	59.04	254%	4.33%
458.sjeng	3317	15.08	16.00	16.04	17.24	17.44	15%	0.53%
444.namd	5322	38.48	39.12	39.60	42.72	43.24	12%	0.81%
464.h264ref	16233	16.32	16.44	15.68	16.76	18.76	14%	0.12%
447.deall	24654	21.20	22.52	22.80	24.92	26.28	23%	0.11%
400.perlbench	43065	24.68	25.32	24.20	24.08	25.68	4%	0.06%
471.omnetpp	75246	45.28	47.20	48.08	49.56	59.16	30%	0.08%
483.xalancbmk	566342	246.80	254.36	253.68	271.24	274.16	11%	0.05%

Extra% is  $\frac{p_{NOP}^{0-30\%}}{p_{NOP}^{50\%}}$



# Surviving Gadgets

Benchmark	Gadgets Baseline	$p_{NOP}$					Gadgets	
		50%	25 – 50%	10 – 50%	30%	0 – 30%	Extra%	Surviving%
470.lbm	344	61.60	61.92	61.80	62.88	62.92	2%	18.29%
462.libquantum	709	52.32	52.28	52.28	52.28	52.92	1%	7.46%
<b>473.astar</b>	<b>1362</b>	<b>16.64</b>	<b>18.56</b>	<b>22.24</b>	<b>46.20</b>	<b>59.04</b>	<b>254%</b>	<b>4.33%</b>
458.sjeng	3317	15.08	16.00	16.04	17.24	17.44	15%	0.53%
444.namd	5322	38.48	39.12	39.60	42.72	43.24	12%	0.81%
464.h264ref	16233	16.32	16.44	15.68	16.76	18.76	14%	0.12%
447.deall	24654	21.20	22.52	22.80	24.92	26.28	23%	0.11%
400.perlbench	43065	24.68	25.32	24.20	24.08	25.68	4%	0.06%
471.omnetpp	75246	45.28	47.20	48.08	49.56	59.16	30%	0.08%
483.xalancbmk	566342	246.80	254.36	253.68	271.24	274.16	11%	0.05%

$$\text{Extra\% is } \frac{p_{NOP}^{0-30\%}}{p_{NOP}^{50\%}}$$



# Surviving Gadgets

Benchmark	Gadgets Baseline	$P_{NOP}$					Gadgets	
		50%	25 – 50%	10 – 50%	30%	0 – 30%	Extra%	Surviving%
470.lbm	344	61.60	61.92	61.80	62.88	62.92	2%	18.29%
462.libquantum	709	52.32	52.28	52.28	52.28	52.92	1%	7.46%
473.astar	1362	16.64	18.56	22.24	46.20	59.04	254%	4.33%
458.sjeng	3317	15.08	16.00	16.04	17.24	17.44	15%	0.53%
444.namd	5322	38.48	39.12	39.60	42.72	43.24	12%	0.81%
464.h264ref	16233	16.32	16.44	15.68	16.76	18.76	14%	0.12%
447.deall	24654	21.20	22.52	22.80	24.92	26.28	23%	0.11%
400.perlbench	43065	24.68	25.32	24.20	24.08	25.68	4%	0.06%
471.omnetpp	75246	45.28	47.20	48.08	49.56	59.16	30%	0.08%
483.xalancbmk	566342	246.80	254.36	253.68	271.24	274.16	11%	0.05%

Extra% is  $\frac{p_{NOP}^{0-30\%}}{p_{NOP}^{50\%}}$



# Surviving Gadgets

Benchmark	Gadgets Baseline	$P_{NOP}$					Gadgets	
		50%	25 – 50%	10 – 50%	30%	0 – 30%	Extra%	Surviving%
470.lbm	344	61.60	61.92	61.80	62.88	62.92	2%	18.29%
462.libquantum	709	52.32	52.28	52.28	52.28	52.92	1%	7.46%
473.astar	1362	16.64	18.56	22.24	46.20	59.04	254%	4.33%
458.sjeng	3317	15.08	16.00	16.04	17.24	17.44	15%	0.53%
444.namd	5322	38.48	39.12	39.60	42.72	43.24	12%	0.81%
464.h264ref	16233	16.32	16.44	15.68	16.76	18.76	14%	0.12%
447.deall	24654	21.20	22.52	22.80	24.92	26.28	23%	0.11%
400.perlbench	43065	24.68	25.32	24.20	24.08	25.68	4%	0.06%
471.omnetpp	75246	45.28	47.20	48.08	49.56	59.16	30%	0.08%
483.xalancbmk	566342	246.80	254.36	253.68	271.24	274.16	11%	0.05%

Extra% is  $\frac{p_{NOP}0-30\%}{p_{NOP}50\%}$



# Gadgets Surviving in a Population of 25 Versions

Benchmark	$pNOP\%$									
	At least 2 versions					At least 12 versions				
	50	25 - 50	10 - 50	30	0 - 30	50	25 - 50	10 - 50	30	0 - 30
470.lbm	586	608	614	602	723	50	50	46	50	50
462.libquantum	871	819	849	1082	1229	41	41	41	43	41
473.astar	1335	1373	1551	1580	2165	45	44	44	41	48
458.sjeng	1502	2110	2008	2927	3593	41	44	44	42	42
444.namd	2189	2449	2524	3509	4225	54	64	63	64	67
464.h264ref	3639	4343	5163	7138	7216	44	41	42	43	49
447.deall	5764	7647	7723	8759	10550	44	44	44	44	47
400.perlbench	6827	10380	7935	8361	11117	44	48	44	42	40
471.omnetpp	17156	17523	17914	60388	29870	48	47	47	44	48
483.xalancbmk	76765	79688	82053	102370	109543	42	42	16	16	44



# Gadgets Surviving in a Population of 25 Versions

Benchmark	$pNOP\%$									
	At least 2 versions					At least 12 versions				
	50	25 - 50	10 - 50	30	0 - 30	50	25 - 50	10 - 50	30	0 - 30
470.lbm	586	608	614	602	723	50	50	46	50	50
462.libquantum	871	819	849	1082	1229	41	41	41	43	41
473.astar	1335	1373	1551	1580	2165	45	44	44	41	48
458.sjeng	1502	2110	2008	2927	3593	41	44	44	42	42
444.namd	2189	2449	2524	3509	4225	54	64	63	64	67
464.h264ref	3639	4343	5163	7138	7216	44	41	42	43	49
447.deall	5764	7647	7723	8759	10550	44	44	44	44	47
400.perlbench	6827	10380	7935	8361	11117	44	48	44	42	40
471.omnetpp	17156	17523	17914	60388	29870	48	47	47	44	48
483.xalancbmk	76765	79688	82053	102370	109543	42	42	16	16	44



# Gadgets Surviving in a Population of 25 Versions

Benchmark	$p_{NOP}\%$									
	At least 2 versions					At least 12 versions				
	50	25 - 50	10 - 50	30	0 - 30	50	25 - 50	10 - 50	30	0 - 30
470.lbm	586	608	614	602	723	50	50	46	50	50
462.libquantum	871	819	849	1082	1229	41	41	41	43	41
473.astar	1335	1373	1551	1580	2165	45	44	44	41	48
458.sjeng	1502	2110	2008	2927	3593	41	44	44	42	42
444.namd	2189	2449	2524	3509	4225	54	64	63	64	67
464.h264ref	3639	4343	5163	7138	7216	44	41	42	43	49
447.dealll	5764	7647	7723	8759	10550	44	44	44	44	47
400.perlbench	6827	10380	7935	8361	11117	44	48	44	42	40
471.omnetpp	17156	17523	17914	60388	29870	48	47	47	44	48
<b>483.xalancbmk</b>	<b>76765</b>	<b>79688</b>	<b>82053</b>	<b>102370</b>	<b>109543</b>	<b>42</b>	<b>42</b>	<b>16</b>	<b>16</b>	<b>44</b>

483.xalancbmk has a baseline of 566,342 gadgets.



Preserves the security properties of  
NOP insertion.





Profile-guided software diversification has a **minimal impact on performance.**

Attacks against a diverse program have a **high chance of failure.**



# Thank You!

