

Symbolic execution for binary-level security

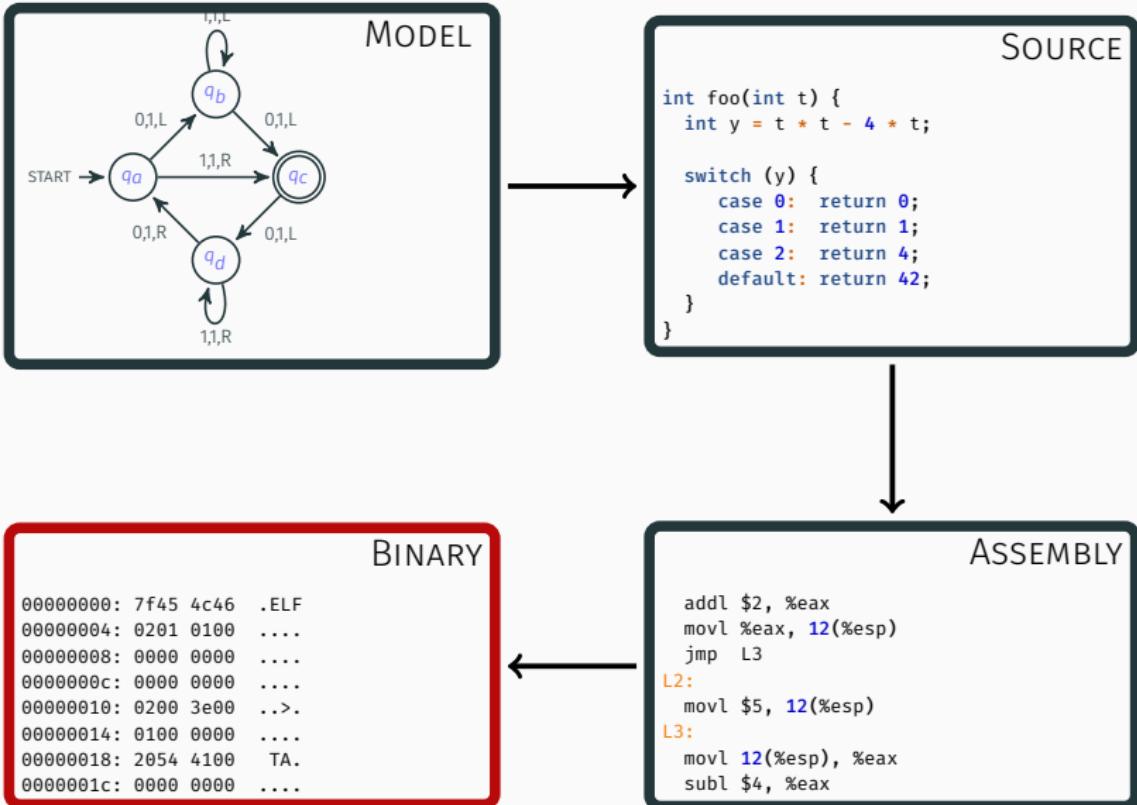
⌚ A number of shades of symbolic execution

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20180409



CEA LIST





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v 0.1

New release

Soon!

50 klocs
OCaml

LGPL

A sandbox for binary-level formal methods
<https://github.com/binsec/binsec>

Why is it hard ?

- Code-data confusion
- No specifications
- Raw memory
- Low-level operations
- Code size
- # architectures

```
...  
080485ac    mov [ebp + 0xffffffff0], eax  
080485af    mov [ebp + 0xffffffff4], 0x8048708  
080485b6    cmp [ebp + 0xffffffff0], 0x9  
080485ba    ja 0x804861b  
080485bc    mov eax, [ebp + 0xffffffff0]  
080485bf    shl eax, 0x2  
080485c2    add eax, 0x8048730  
080485c7    mov eax, [eax]  
080485c9    djmp eax ; <dyn_jump>  
...
```

Automated binary-level formal methods

Abstract Interpretation

- 👍 all-paths
- 👍 scalability
- 👎 robust
- 👎 precise
- ⚙️ over-approximations

Symbolic Execution

- 👍 robust
- 👍 precise
- 👎 scalability
- 👎 single path
- ⚙️ under-approximations (DSE)

EXPLORE

PROVE

SIMPLIFY

A photograph of a person's hand wearing a red sleeve, holding an open compass. The compass is oriented vertically, with the circular face at the bottom. The background is a bright, overexposed view of a beach and ocean under a cloudy sky.

Explore

Find bugs in your
binaries
(or play with them ☺)

Play

What's the secret key ?

Manticore

```
int check(char *buf) {  
    check_char_0(buf[0]);  
    check_char_1(buf[1]);  
    check_char_2(buf[2]);  
    check_char_3(buf[3]);  
    check_char_4(buf[4]);  
    check_char_5(buf[5]);  
    check_char_6(buf[6]);  
    check_char_7(buf[7]);  
    check_char_8(buf[8]);  
    check_char_9(buf[9]);  
    check_char_10(buf[10]);  
    return 1;  
}
```



Bug finding : Grub2 CVE 2015-8370

Bypass any kind of authentication

Impact

- Elevation of privilege
- Information disclosure
- Denial of service

Thanks to P. Biondi @



Code instrumentation

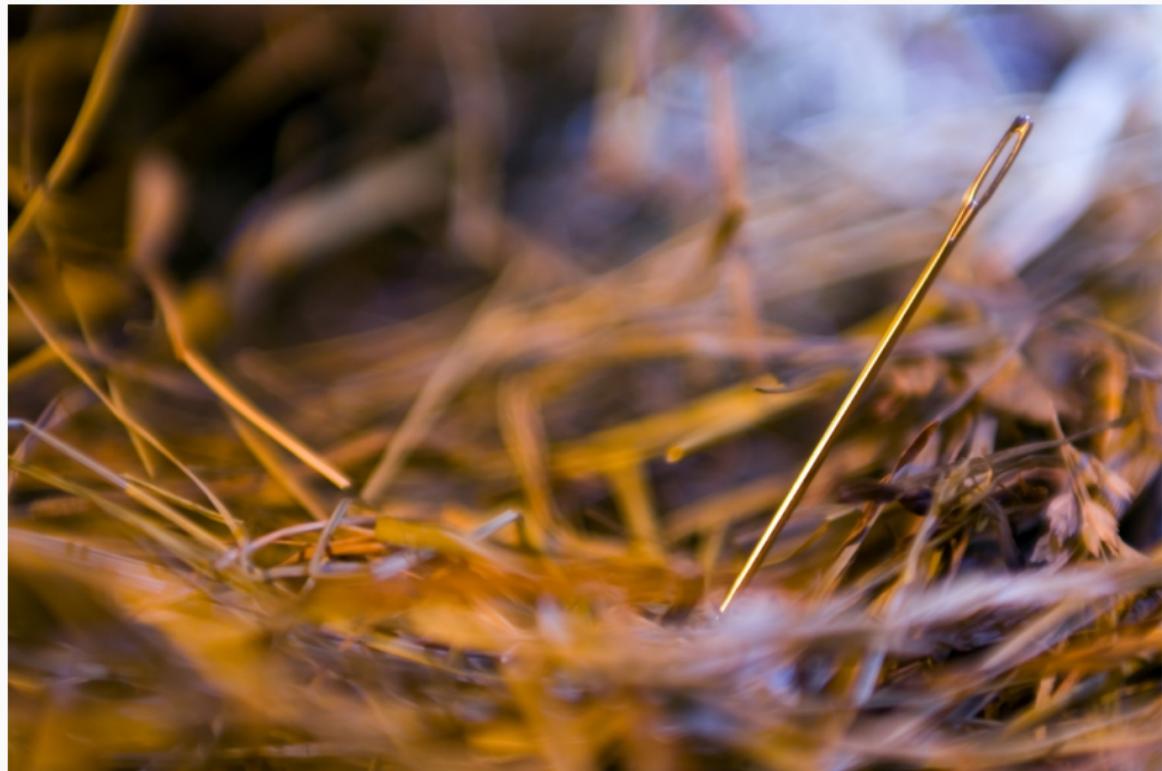
```
int main(int argc, char *argv[])
{
    struct {
        int canary;
        char buf[16];
    } state;
    my_strcpy(input, argv[1]);
    state.canary = 0;
    grub_username_get(state.buf, 16);
    if (state.canary != 0) {
        printf("This gets interesting!\n");
    }
    printf("%s", output);
    printf("canary=%08x\n", state.canary);
}
```

Can we reach "This gets interesting!" ?

Code snippet

```
static int grub_username_get (char buf[], unsigned buf_size) {
    unsigned cur_len = 0;
    int key;
    while (1) {
        key = grub_getkey ();
        if (key == '\n' || key == '\r') break;
        if (key == '\e') { cur_len = 0; break; }
        // Not checking for integer underflow
        if (key == '\b') { cur_len--; grub_printf("\b"); continue; }
        if (!grub_isprint(key)) continue;
        if (cur_len + 2 < buf_size) {
            buf[cur_len++] = key; // Off-by-two
            printf_char (key);
        }
    }
    // Out of bounds overwrite
    grub_memset( buf + cur_len, 0, buf_size - cur_len);
    grub_printf ("\n");
    return (key != '\e');
}
```

Looking for Use-After-Free ? [SSPREW 16]



Key enabler: GUEB

00b8 5400 0000 fdc2 fef80 e5c7 0540 bf0e
0812 0000 00b8 4000 0000 5dc3 5589 e5c7
0540 bf0e 0000 0000 4000 0000 5dc3
5589 e5c7 0540 bf0e 0821 0000 0000 5800
0000 5dc3 5589 e5c7 0000 0000 5fa 0000
00b8 4000 0000 5dc3 5589 e583 e010 c705
48bf 0e08 0100 0000 a148 bf0e 0e83 f809
0f87 0002 0000 8b04 8548 e10b 03ff e0c6
45f7 00c6 45f8 00c6 45f9 00c6 45fa 00c7
0540 bf0e 0802 0000 60e9 d901 0000 c645
f701 c645 f800 c645 f900 c645 fa01 807d
f100 750a c705 48bf 0e08 0300 0000 807d
f600 7410 807d fc00 750a c705 48bf 0e08
f900 0000 807d 7415 807d fb00 740f
free 0e08 0000 0000 e988 0000 00e9
8301 0000 c645 f701 c645 f800 c645 f900
c645 fa02 807d fc00 740f c705 48bf 0e08
0400 0000 e95e 0100 00e9 5901 0000 c645
701 c645 f800 c645 f900 c645 fa03 807d
f100 7410 807d fe00 750a c705 48bf 0e08
0500 0000 807d fc00 750a c705 48bf 0e08
0300 0000 807d fe00 740f c705 48bf 0e08
0600 0000 e90e 0100 00e9 8901 0000 645
f701 c645 f800 c645 f901 0000 807d
fd00 750f c705 48bf 0e08 0400 0000 e9e4
0000 00e9 df00 0000 c645 f701 c645 f800
c645 f900 c645 f704 807d fc00 7410 807d
ff00 750a c705 48bf 0e08 0700 0000 807d
fc00 7415 807d ff00 740f c705 48bf 0e08
0600 0000 e99e 0000 00e9 9900 0000 c645
f701 c645 f800 c645 f900 c645 fa05 807d
fd00 7410 807d fe00 750a c705 48bf 0e08
0800 0000 807d fc00 750a c705 48bf 0e08
0900 0000 807d fe00 7506 807d ff00 740c
c705 48bf 0e08 0600 0000 eb4b eb49 c645
f701 c645 f800 c645 f901 c645 fa02 807d

Entry point / allocation

Experimental evaluation

GUEB only	
tiff2pdf	CVE-2013-4232
openjpeg	CVE-2015-8871
gifcolor	CVE-2016-3177
accel-ppp	
GUEB + BINSEC/SE	
libjasper	CVE-2015-5221

```
jas_tvparser_destroy(tvp);
if (!cmpt->sampperx !cmpt->samppery) goto error;
if (mif_hdr_adcmpt(hdr, hdr->numcmpts, cmpt)) goto error;
return 0;

error:
if (cmpt) mif_cmpt_destroy(cmpt);
if (tvp) jas_tvparser_destroy(tvp);
return -1;
```

Lessons learned

In a nutshell

GUEB + DSE is:

- ❶ better than DSE alone
- ❶ better than blackbox fuzzing
- ❶ better than greybox fuzzing without seed

Robustness

What if the instruction cannot be reasoned about ?

Program	Path predicate	Concretization	Symbolization
<code>inputs a, b; x := a * b;</code>	$x_1 = a \times b$	$a = 5$	$x_1 = \text{fresh}$
<code>x := x + 1;</code>	$\wedge \quad x_2 = x_1 + 1$	$\wedge \quad x_1 = 5 \times b$	$\wedge \quad x_2 = x_1 + 1$
<code>assert(x > 10);</code>	$\wedge \quad x_2 > 10$	$\wedge \quad x_2 = x_1 + 1$ $\wedge \quad x_2 > 10$	$\wedge \quad x_2 > 10$

Solutions

Concretize lose completeness

Symbolize lose correctness

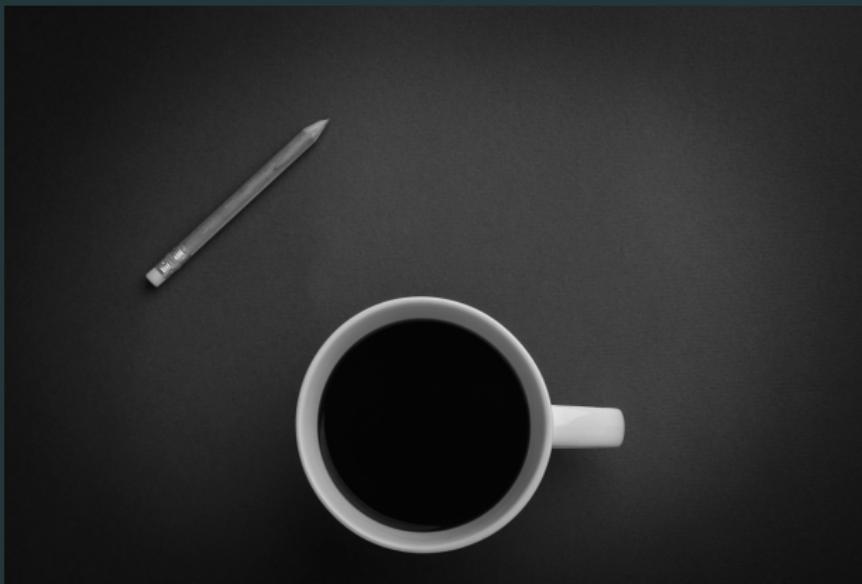
C/S Policies interpretation

A scenario

- $x := @[a * b]$
- Documentation says “ Memory accesses are concretized ”
- At runtime you get : $a = 7, b = 3$

What does the documentation really mean ?

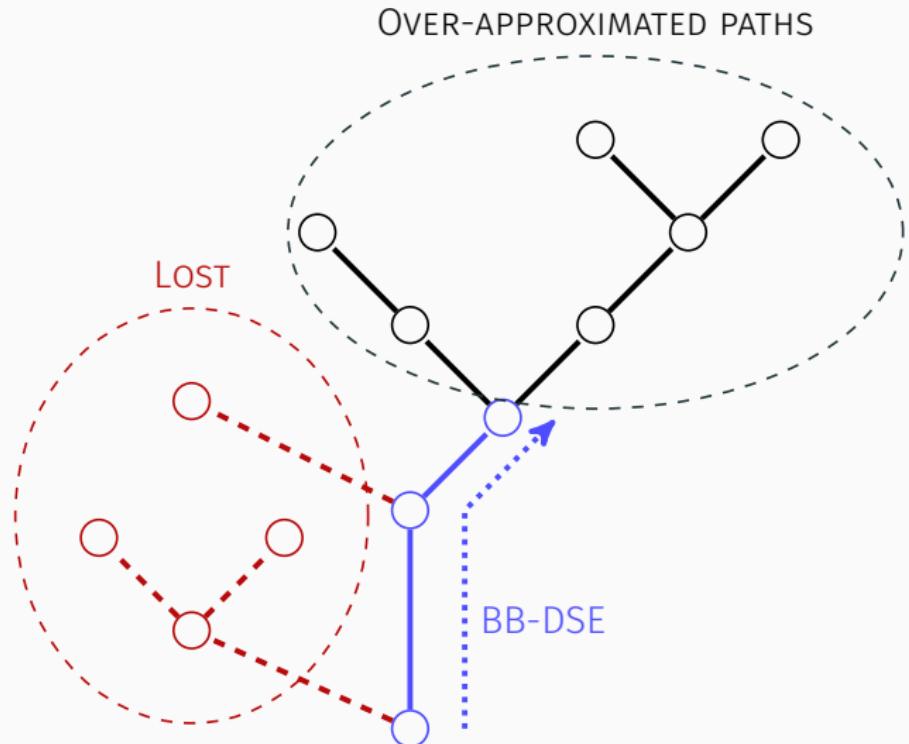
CS1	$x = \text{select}(M, 21)$	incorrect
CS2	$x = \text{select}(M, 21) \wedge a \times b = 21$	minimal
CS3	$x = \text{select}(M, 21) \wedge a = 7 \wedge b = 3$	atomic



Simplify

Remove unfeasible paths

Key enabler: BB-DSE [SP 17]

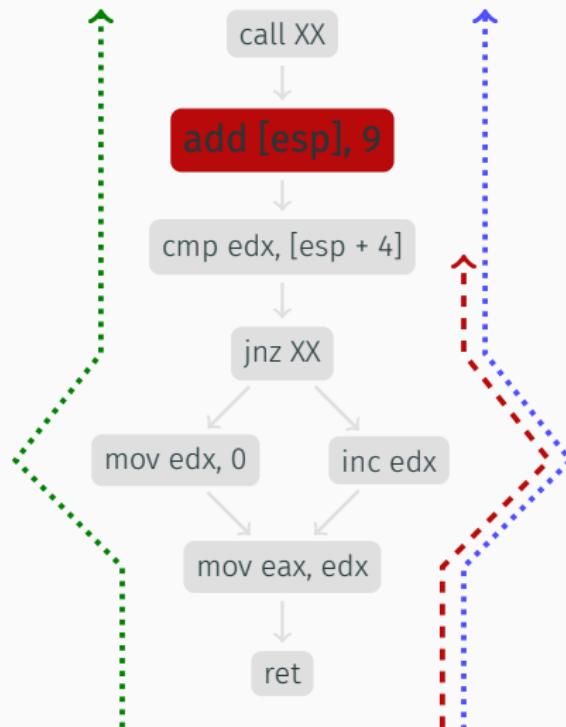


Playing with BB-SE

BB-SE can help in reconstructing information:

- ⚙️ Switch targets (indirect jumps)
- ⚙️ Unfeasible branches
- ⚙️ High-level predicates

Stack-tampering detection



Summarized view

	SE	BB-SE
feasibility queries	👍	👎
infeasibility queries	👎	👍
scaling	👍	👍

Experimental evaluation

Ground truth experiments **Precision**

Packers **Scalability, robustness**

Case study **Usefulness**

Controlled experiments

Goal

Assess the precision

Opaque predicates — `o-llvm`

small k k=16 ⇒ no false
negative, 3.5%
errors

efficient 0.02s / predicate

Stack tampering — `tigress`

- no false positive
- genuine rets are proved
- malicious rets are single targets

Packers

Goal

Assess the robustness and scalability

-  Armadillo, ASPack, ACProtect, ...
-  Traces up several millions of instructions
-  Some packers (PE Lock, ACProtect, Crypter) use these techniques a lot
-  Others (Upack, Mew, ...) use a single stack tampering to the entrypoint

X-Tunnel analysis

	Sample 1	Sample 2
# instructions	≈ 500k	≈ 434k
# alive	≈ 280k	≈ 230k

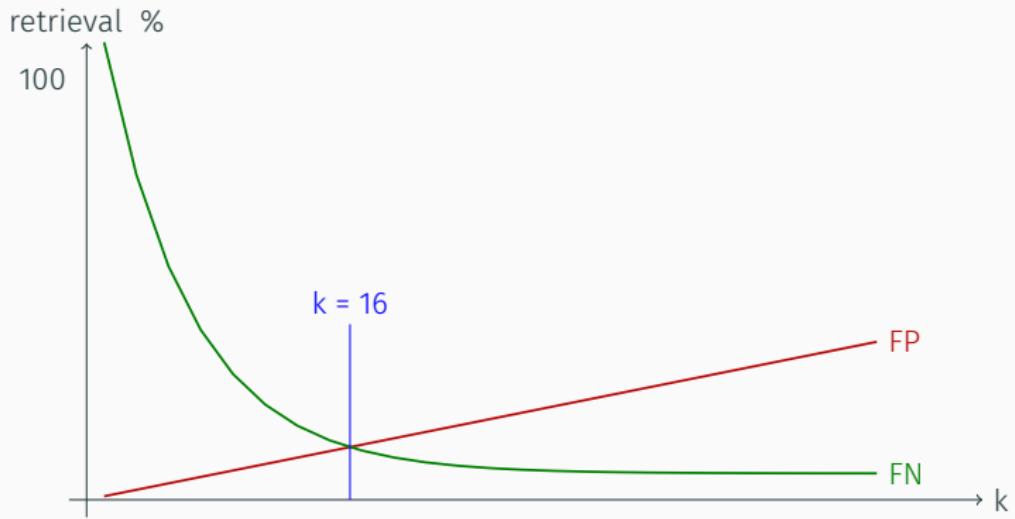
> 40% of code is **spurious**

X-Tunnel: facts

Protection relies only on opaque predicates

- $7y^2 - 1 \neq x^2$
 - $\frac{2}{x^2+1} \neq y^2 + 3$
- i** Only 2 equations
- i** Sophisticated
 - original OPs
 - interleaves payload and OP computations
 - computation is shared
 - some long dependency chains, up to 230 instructions

Experimental behavior



A chalkboard with handwritten mathematical equations. The top equation is:

$$\frac{S(t)}{dt} = \frac{\pi}{qV_{act}} - \eta_0(\mu - N_0)(1 - \varepsilon S)S + \frac{\mu e}{T_n} - \frac{\mu}{T_p}$$

The middle equation is:

$$\frac{dS}{dt} = T_b \eta_0 (\mu - N_0)(1 - \varepsilon S)S + \frac{\mu_0 N}{T_n} - \frac{S}{T_p}$$

The bottom equation is:

$$\frac{S}{P_f} = \frac{T_b \eta_0}{V_{act} \mu_0} = 0$$

To the right of the equations, there is a bracketed note:

$$\left. \begin{array}{l} N=1 \\ P_f=(m) \end{array} \right\}$$

Below the equations, there is a box containing the inequality $S < 1/\varepsilon$.

Prove

Low-level comparisons are not
always what they seem to be ...

Some low-level conditions

Mnemonic	Flag	<code>cmp x y</code>	<code>sub x y</code>	<code>test x y</code>
ja	$\neg \text{CF} \wedge \neg \text{ZF}$	$x >_u y$	$x' \neq 0$	$x \& y \neq 0$
jnae	CF	$x <_u y$	$x' \neq 0$	\perp
je	ZF	$x = y$	$x' = 0$	$x \& y = 0$
jge	OF = SF	$x \geq y$	T	$x \geq 0 \vee y \geq 0$
jle	$\text{ZF} \vee \text{OF} \neq \text{SF}$	$x \leq y$	T	$x \& y = 0 \vee (x < 0 \wedge y < 0)$
...				

Example zoo FM 16

code	high-level condition	patterns
or eax, 0 je ...	if eax = 0 then goto ...	👎
cmp eax, 0 jns ...	if eax \geq 0 then goto ...	👎
sar ebp, 1 je ...	if ebp \leq 1 then goto ...	👎
dec ecx jg ...	if ecx > 1 then goto ...	👎

Sometimes it gets even more interesting

```
cmp eax, ebx  
cmc  
jae ...
```



BINSEC

SE helps to

- 👍 Explore
- 👍 Prove
- 👍 Simplify

Semantics & SE
to the
Rescue



<https://rbonichon.github.io/posts/use-18>