

# Hardening Rust: Erweiterung des Compilers und der Laufzeitumgebung zur Unterstützung dynamischer Objekt-Layout-Randomisierung

FGBS/2024 Spring

Jan Neugebauer

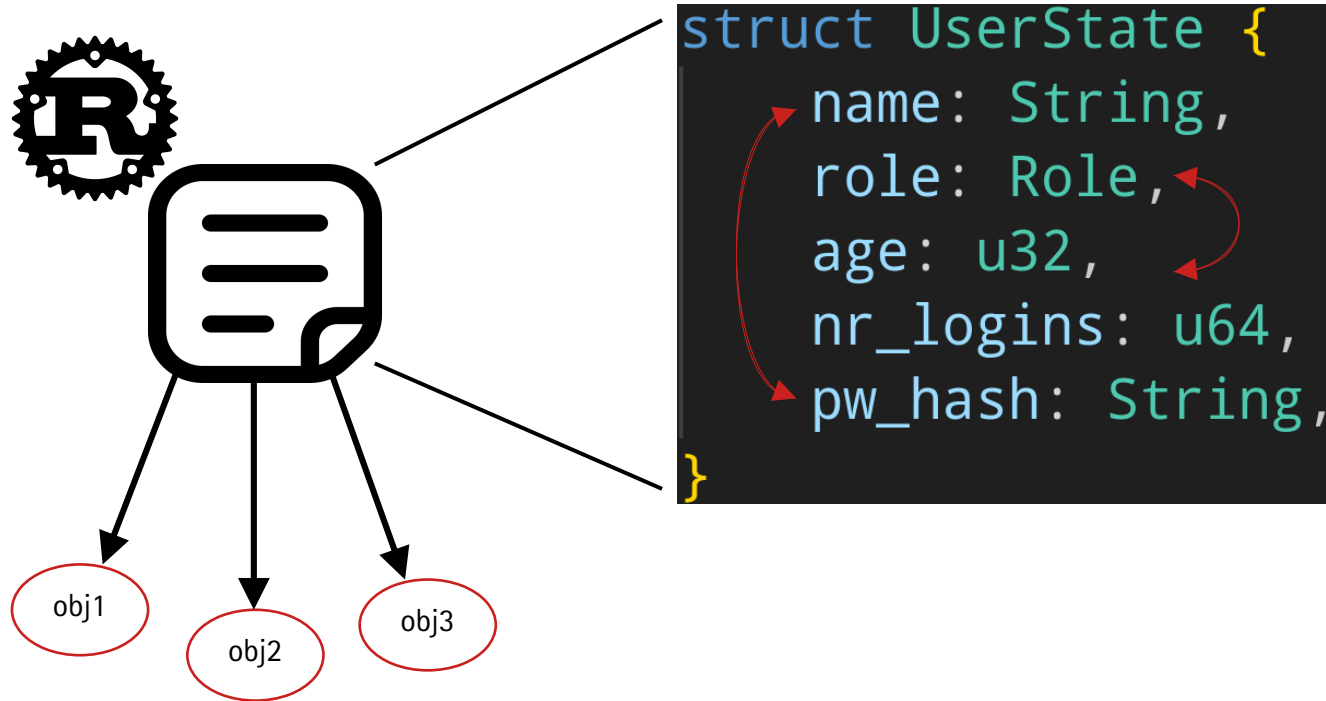
14.03.24



```
enum Role {  
    Customer,  
    Admin,  
};  
  
struct UserState {  
    char* name;  
    Role role;  
};
```

```
UserState {  
    name: "bob",  
    role: Role::Customer,  
};
```

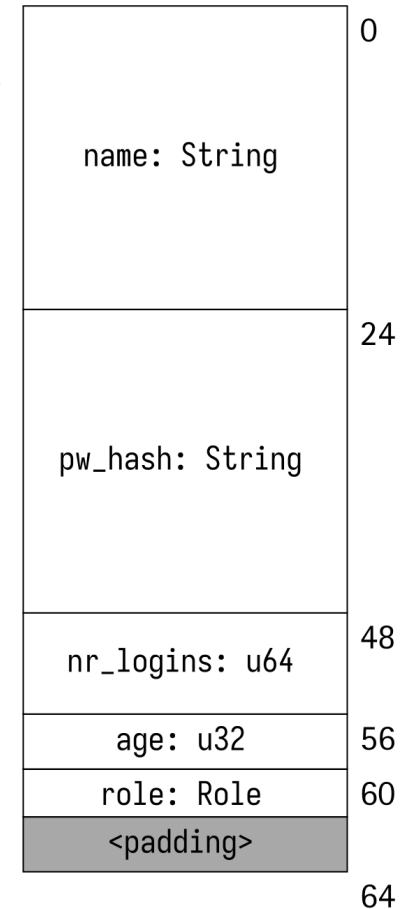
```
UserState {  
    name: "bob",  
    role: Role::Admin,  
};
```

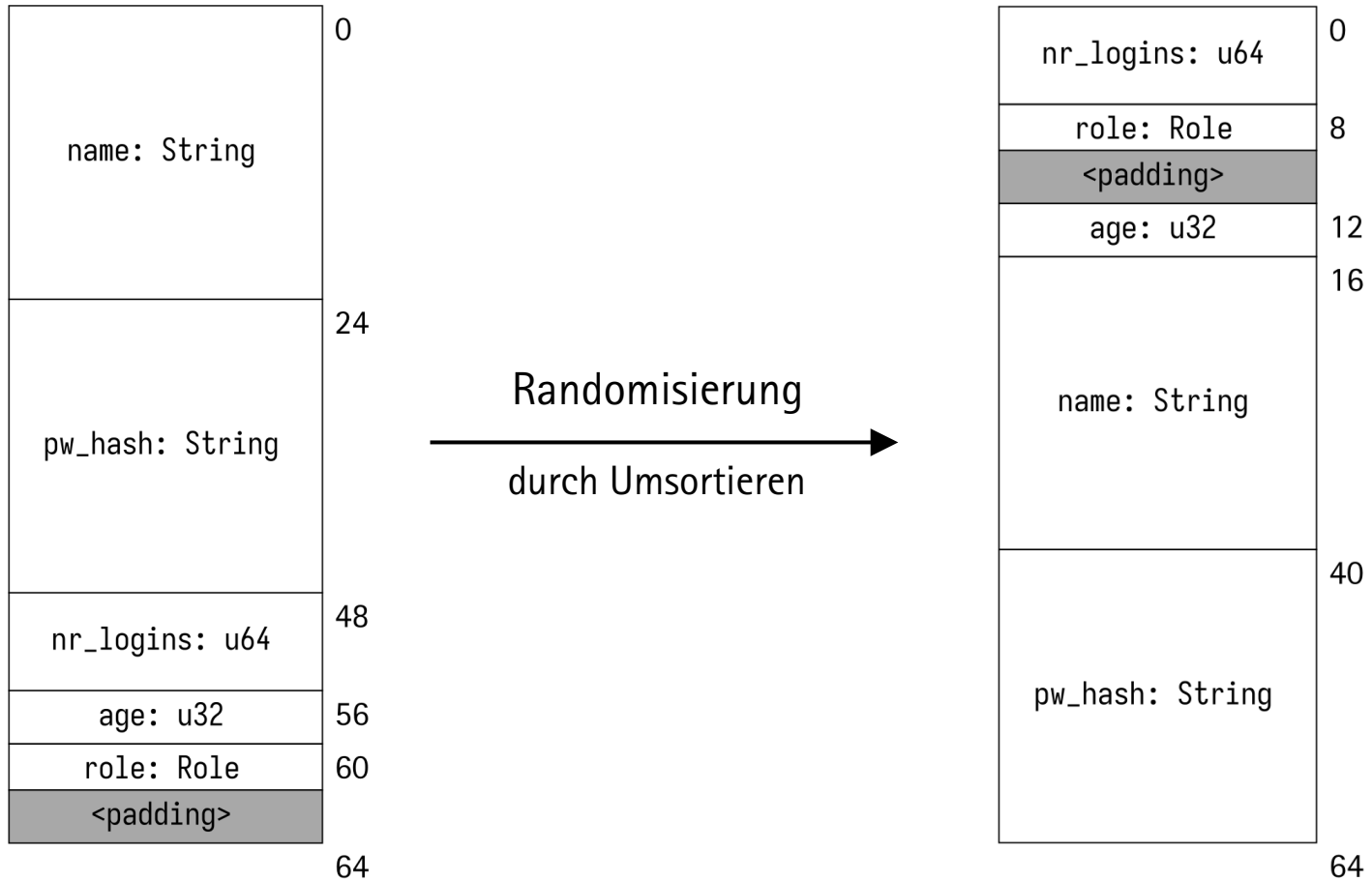


- Struct/Objekt-Layout-Randomisierung
  - Was gibt es bereits?
  
- Architektur und Implementierung
  
- Evaluation
  - Kompatibilität
  - Performanz

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```
struct UserState {  
    name: String,  
    role: Role,  
    age: u32,  
    nr_logins: u64,  
    pw_hash: String,  
}
```





## Zur Compile-Zeit



Struct

2009:  
Polymorphing Software by  
Randomizing Data Structure  
Layout.

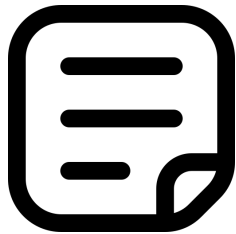
Zhiqiang Lin, Ryan D. Riley,  
Dongyan Xu

2013:  
Improved Kernel Security Through  
Memory Layout Randomization

Dannie M. Stanley, Dongyan Xu,  
Eugene H. Spafford



## Zur Compile-Zeit



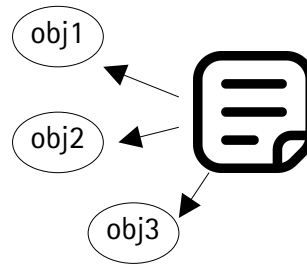
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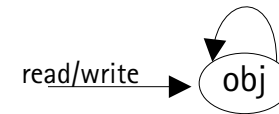
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Runtime:  
Bei Instanziierung

2019:  
POLaR: Per-allocation Object  
Layout Randomization

Jonghwan Kim, Dahee Jang,  
Yunjong Jeong, Brent Byunghoon  
Kang

Runtime:  
Nach X Zugriffen rerandomisieren

2015:  
A Practical Approach for Adaptive  
Data Structure Layout  
Randomization

Ping Chen, Jun Xu, Zhiqiang Lin,  
Dongyan Xu, Bing Mao, Peng Liu

2018:  
Feedback control can make data  
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Ping Chen, Zhisheng Hu, Jun Xu,  
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## Zur Compile-Zeit



Struct

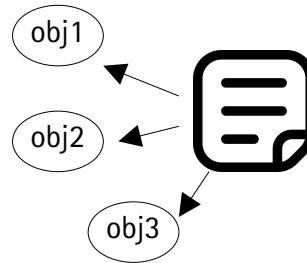
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## Runtime: Bei Instanziierung



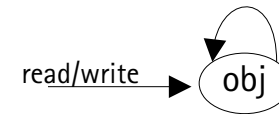
2019:  
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2024:

Diese Arbeit

## Runtime: Nach X Zugriffen rerandomisieren



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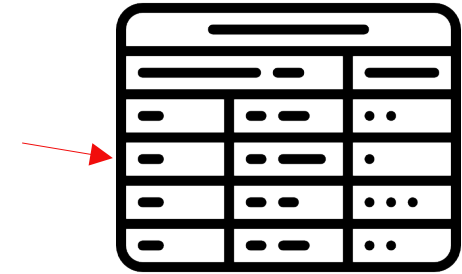
Ping Chen, Zhisheng Hu, Jun Xu,  
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C/C++

|        |    |    |     |
|--------|----|----|-----|
| 0x4200 | 8  | 4  | ... |
| 0xff30 | 4  | 1  | ... |
| 0x3553 | 16 | 2  | ... |
| 0x1111 | 8  | 2  | ... |
| 0x2222 | 4  | 8  | ... |
| 0x3333 | 2  | 4  | ... |
| 0x4444 | 1  | 2  | ... |
| 0x5555 | 8  | 16 | ... |

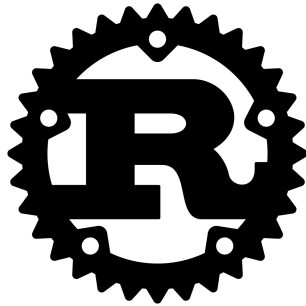
Komplexe Buchführung aller Instanzen



Ungeschützte  
Metadaten



C/C++



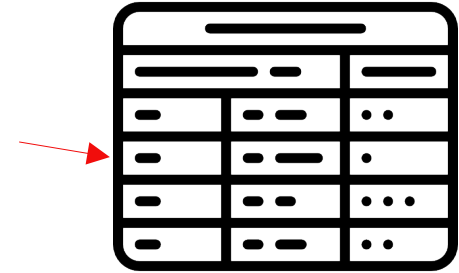
Rust

|        |    |    |     |
|--------|----|----|-----|
| 0x4200 | 8  | 4  | ... |
| 0xff30 | 4  | 1  | ... |
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| 0x3333 | 2  | 4  | ... |
| 0x4444 | 1  | 2  | ... |
| 0x5555 | 8  | 16 | ... |

Komplexe Buchführung aller Instanzen

|                  |    |
|------------------|----|
| variant_idx: u64 | 0  |
| nr_logins: u64   | 8  |
| role: Role       | 16 |
| <padding>        | 20 |
| age: u32         | 24 |
| name: String     | 48 |
| pw_hash: String  | 72 |

Variantenindex im Layout



Ungeschützte Metadaten

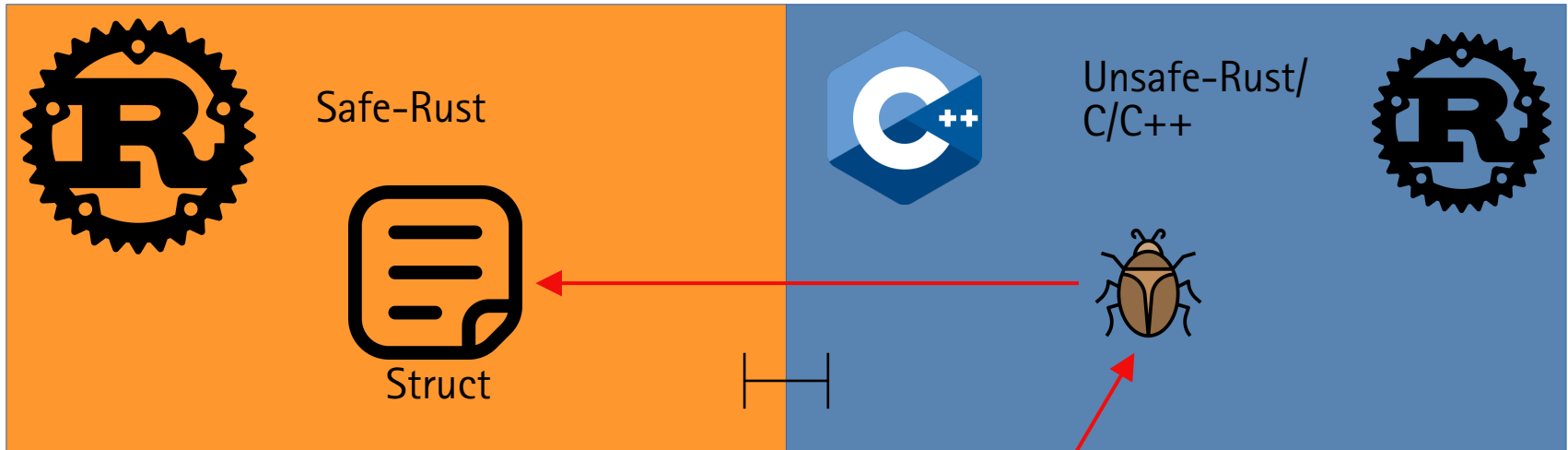
gs:

| UserState |    |    |    |    |
|-----------|----|----|----|----|
| 24        | 48 | 16 | 40 | 8  |
| 16        | 32 | 8  | 52 | 48 |
| 40        | 8  | 24 | 56 | 32 |
| 8         | 24 | 16 | 20 | 40 |
| 32        | 16 | 48 | 12 | 8  |
| 8         | 32 | 48 | 24 | 56 |
| ...       |    |    |    |    |

| Object 2 |    |    |    |    |
|----------|----|----|----|----|
| 12       | 20 | 16 | 8  | 24 |
| 24       | 12 | 8  | 16 | 20 |
| ...      |    |    |    |    |

Schutz über Information-Hiding



2021: Michalis Papaevripides, ...  
[Exploiting Mixed Binaries]

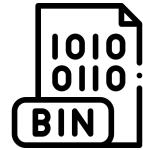
2022: Samuel Mergendahl, ...  
[Cross-Language Attacks]



[1] is a trademark of the Mozilla Foundation in the US and other countries.

Bug icons created by surang - Flaticon  
Computer icons created by Freepik - Flaticon

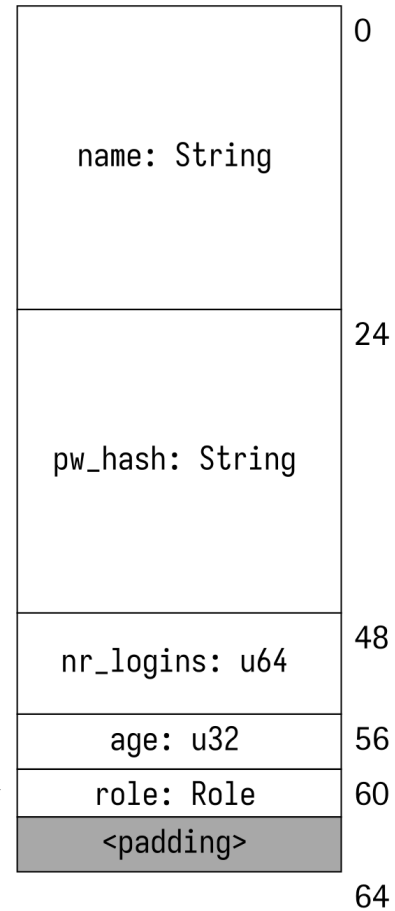
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Bekannt!


RAM:  
Schreiben, aber kein Lesen

Gezielter Angriff →



# Welche Typen werden randomisiert?

Repr-Attribut:



```
#[repr(dolr)]  
struct UserState {  
    name: String,  
    role: Role,  
    age: u32,  
    nr_logins: u64,  
    pw_hash: String,  
}
```

Feldschwellwert:

Randomisiere alle Typen,  
die mindestens  
<n> Felder haben

rustc -Z dolr-default=<n>



Offset auf Feld 5

| UserState |    |    |    |    |
|-----------|----|----|----|----|
| 24        | 48 | 8  | 16 | 72 |
| 32        | 8  | 64 | 72 | 56 |
| 8         | 56 | 40 | 48 | 32 |
| 24        | 16 | 20 | 8  | 48 |
| 16        | 40 | 72 | 64 | 8  |
| 8         | 48 | 32 | 44 | 40 |
| ...       |    |    |    |    |

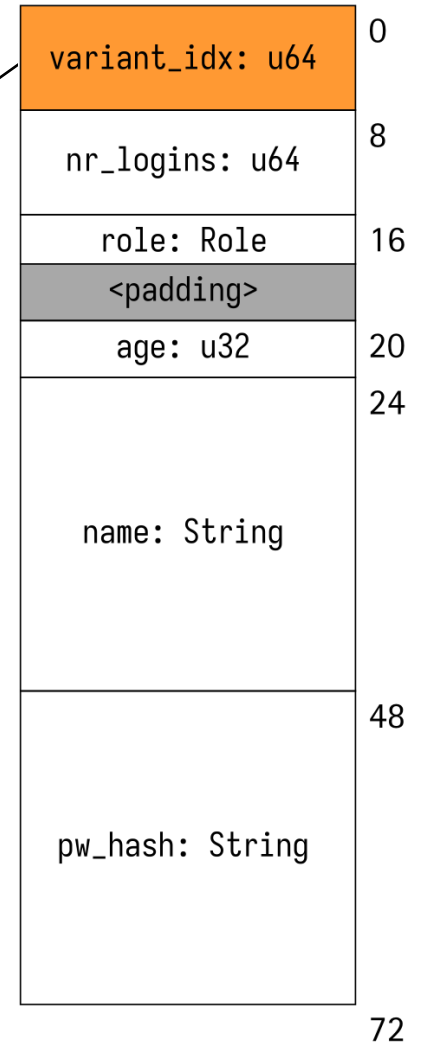


Layout-Pool

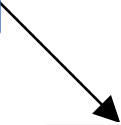
| Object 2 |    |    |    |    |
|----------|----|----|----|----|
| 12       | 20 | 16 | 8  | 24 |
| 24       | 12 | 8  | 16 | 20 |
| ...      |    |    |    |    |

| UserState |    |    |    |    |
|-----------|----|----|----|----|
| 24        | 48 | 8  | 16 | 72 |
| 32        | 8  | 64 | 72 | 56 |
| 8         | 56 | 40 | 48 | 32 |
| 24        | 16 | 20 | 8  | 48 |
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| Object 2 |    |    |    |    |
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| 12       | 20 | 16 | 8  | 24 |
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| ...      |    |    |    |    |



gs:



| UserState |    |    |    |    |
|-----------|----|----|----|----|
| 24        | 48 | 8  | 16 | 72 |
| 32        | 8  | 64 | 72 | 56 |
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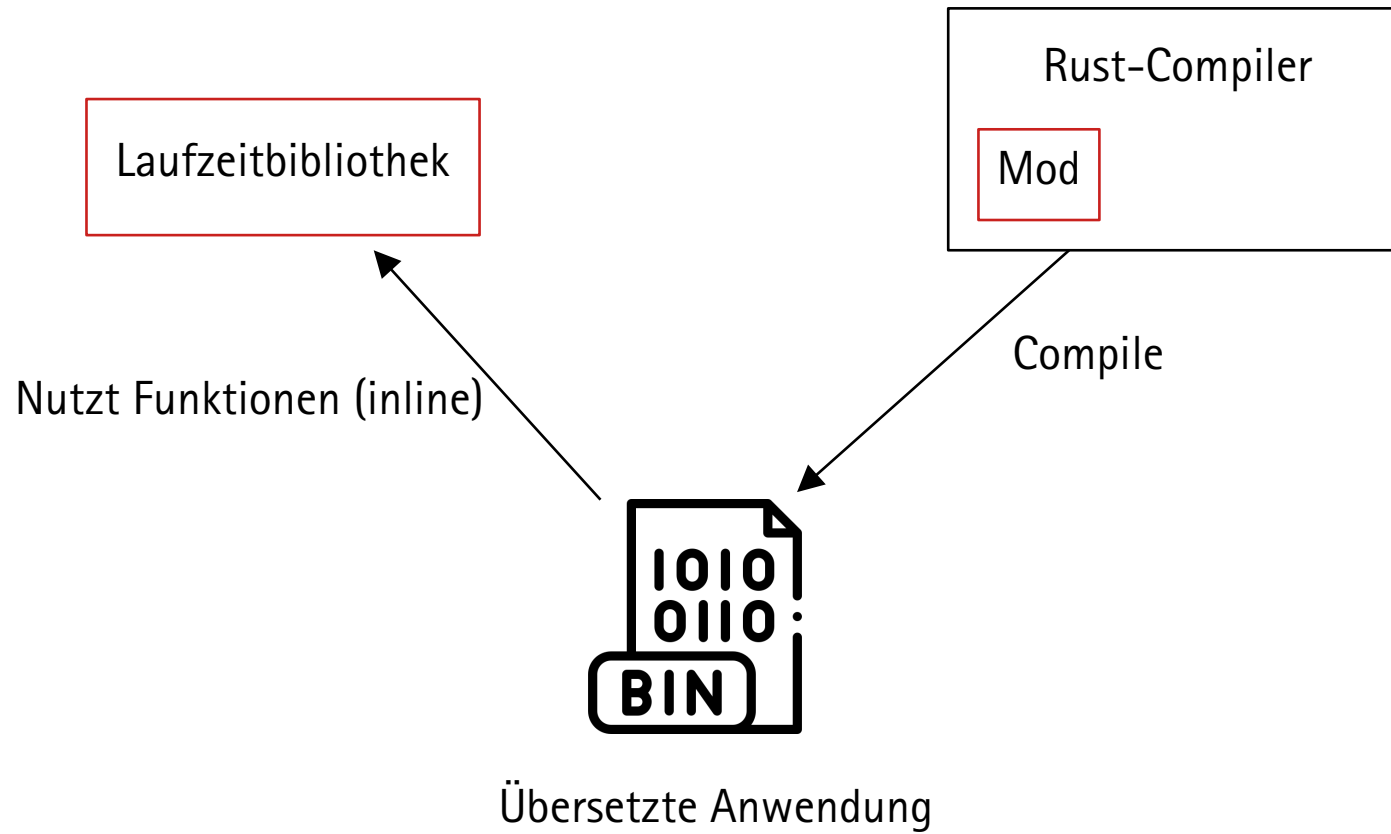
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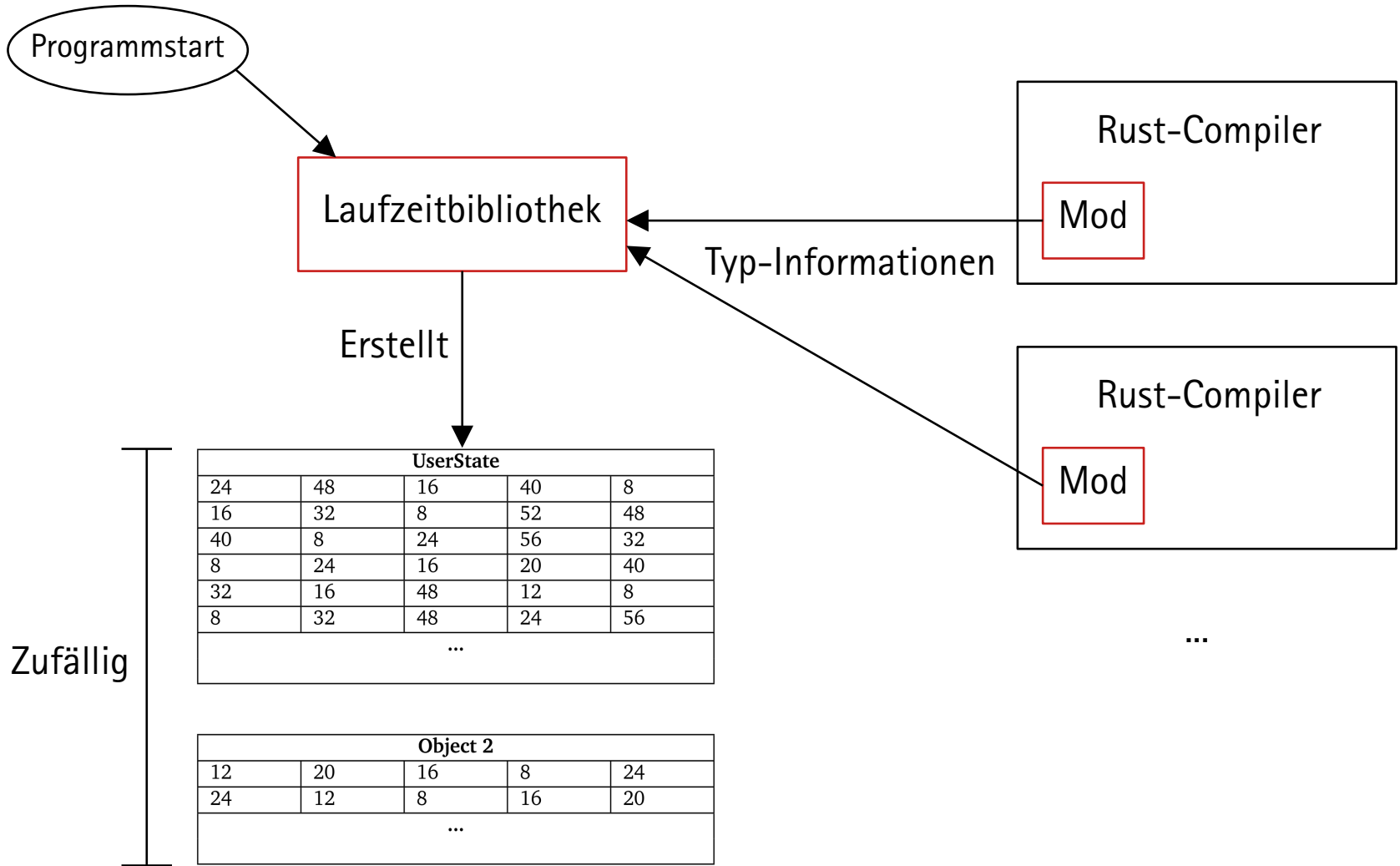
Jeder Zugriff indirekt über gs:

```
mov rax, gs:[rcx]
```

Basisadresse muss nicht gespeichert werden!

Schreibschutz:  
Pages sind Read-Only





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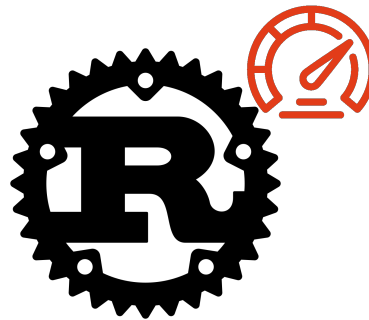
Coreutils



Rocket Webframework

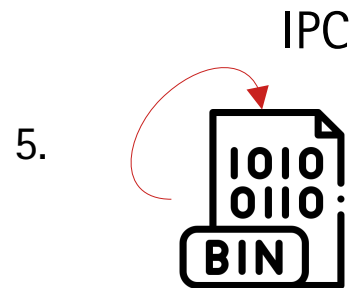


Firefox Webbrowser

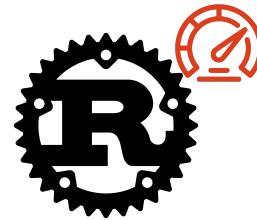


Compiler Benchmarks

1. Transmute-Casts
2. Uninitialisierte Objekte
3. `offset_of!(Typ, Feld)`
4. Code vor der `main()`



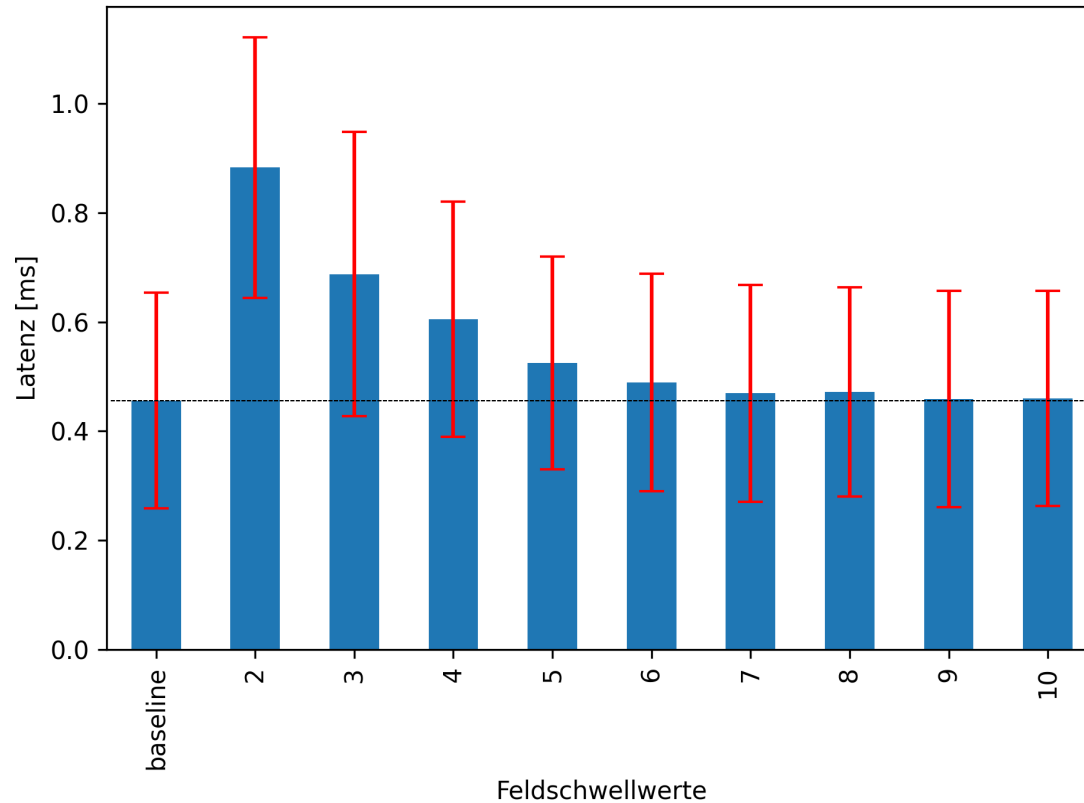




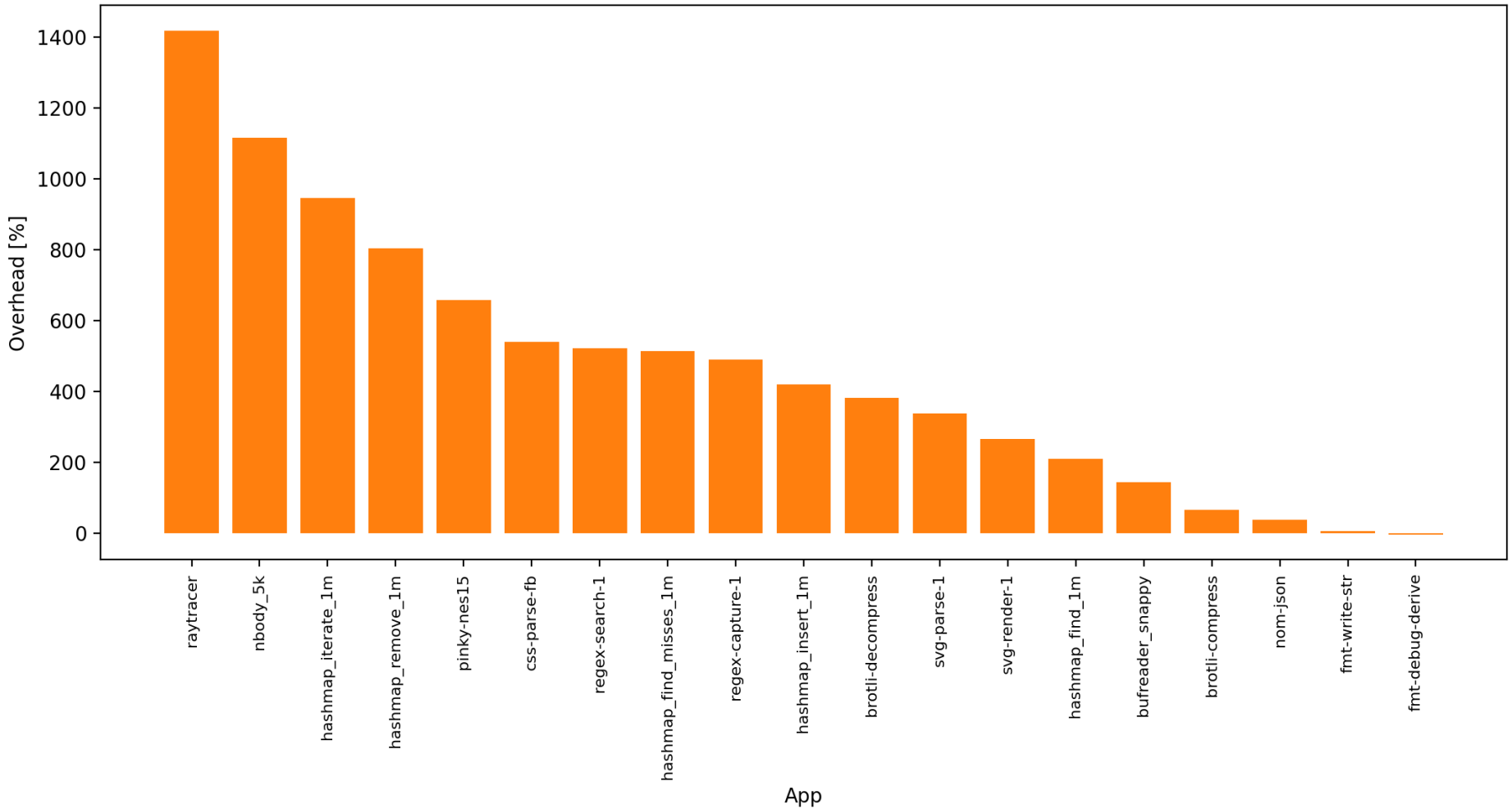
|            | Coreutils             | Rocket | Rust-Compiler-Runtime-Benchmarks | Firefox   |
|------------|-----------------------|--------|----------------------------------|---|
| Lauffähig? | Leichte Modifikation. | ✓      | Leichte Modifikation.            | Leichte Modifikation. Nur lauffähig ab Feldschwellwert 3. |

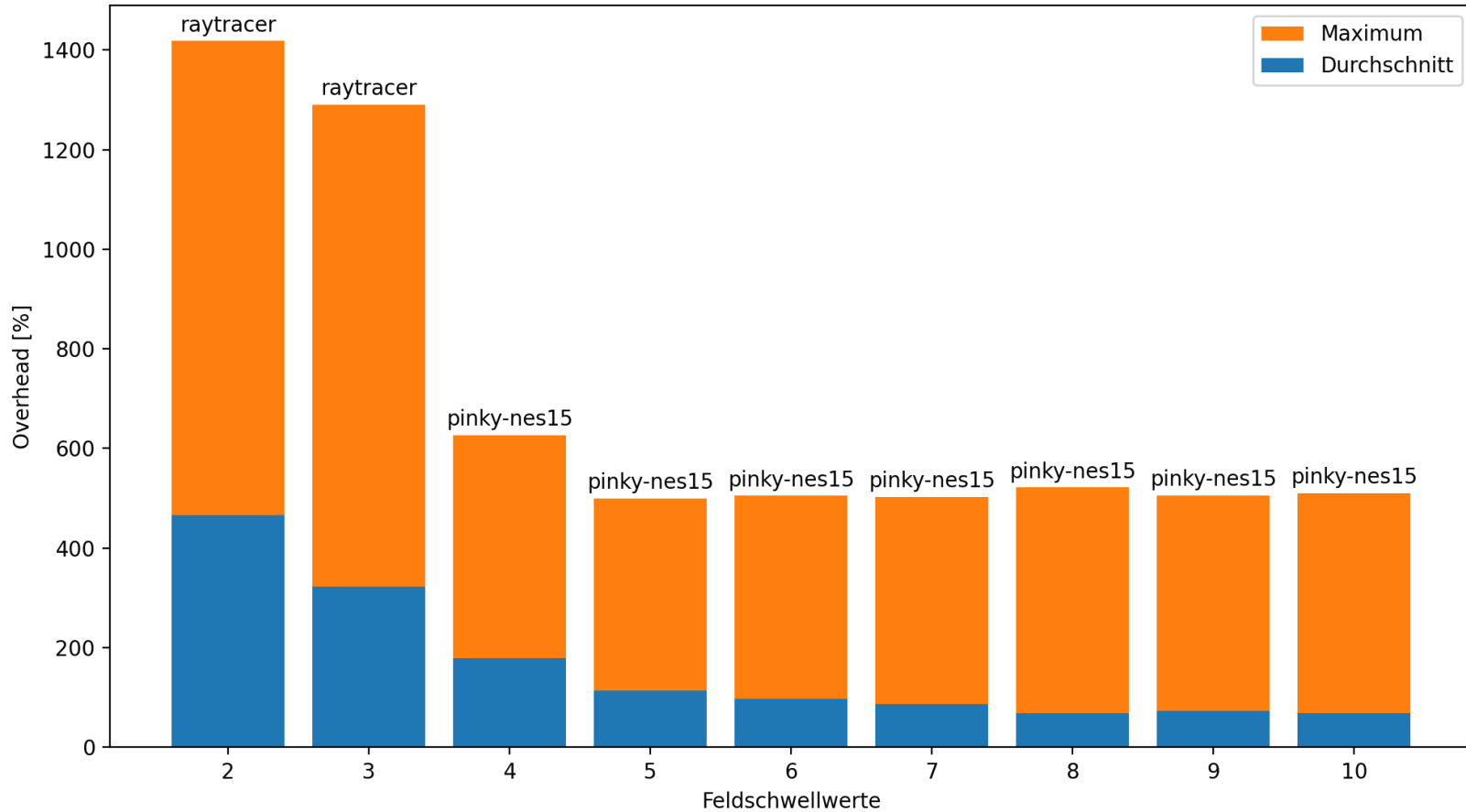


Latenz [ms]:



Feldschwellwert: 2





Benchmark

Overhead

Jetstream 2

+/- 0

Kraken

+/- 0

Speedometer

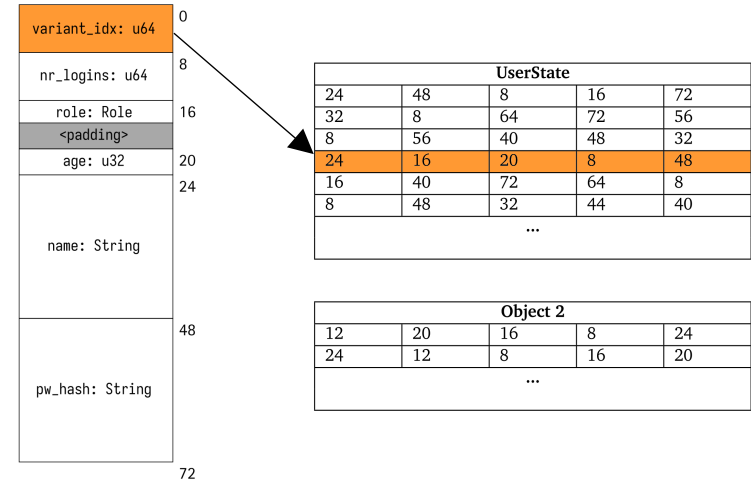
4.34%

MotionMark

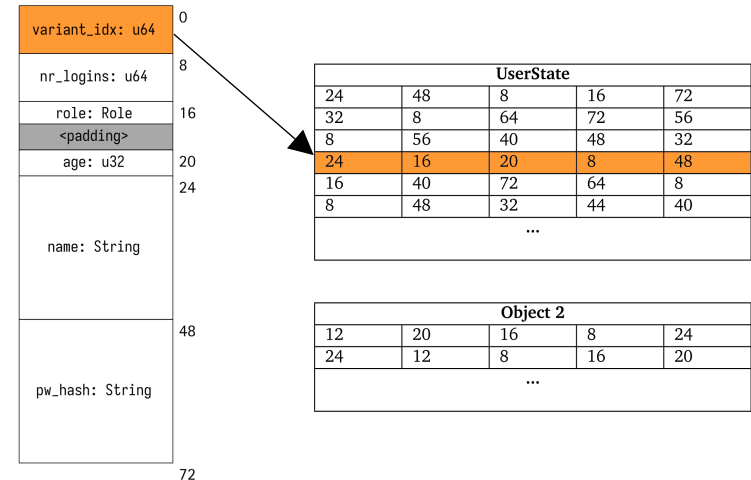
34.74%



- Randomisieren von Struct-Instanzen in Rust
  - Felder im Layout dynamisch umsortieren
  - Jede Instanz hat ein eigenes Layout
- Läuft mit dem Firefox Web-Browser
  - Responsiveness Reduktion: 4.34%
  - Grafikleistung Reduktion: 34.74%
- Future Work:
  - Zielgerichtete Auswahl an Structs kann Performanz verbessern



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Vielen Dank für Ihre Aufmerksamkeit!