

Let Me Unwind That For You:

Exceptions to Backward-Edge Protection

Victor Duta

Fabian Freyer

Fabio Pagani

Marius Muench

Cristiano Giuffrida





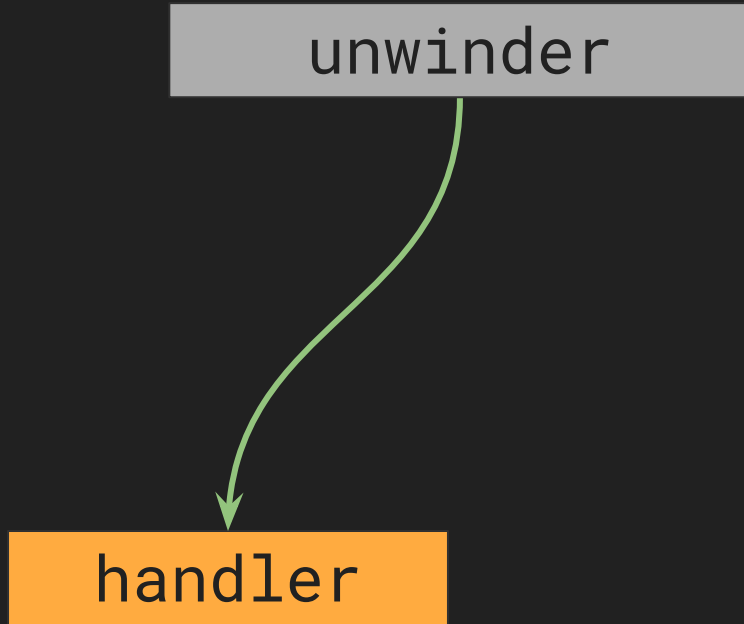
CHOP

Catch handler oriented
programming

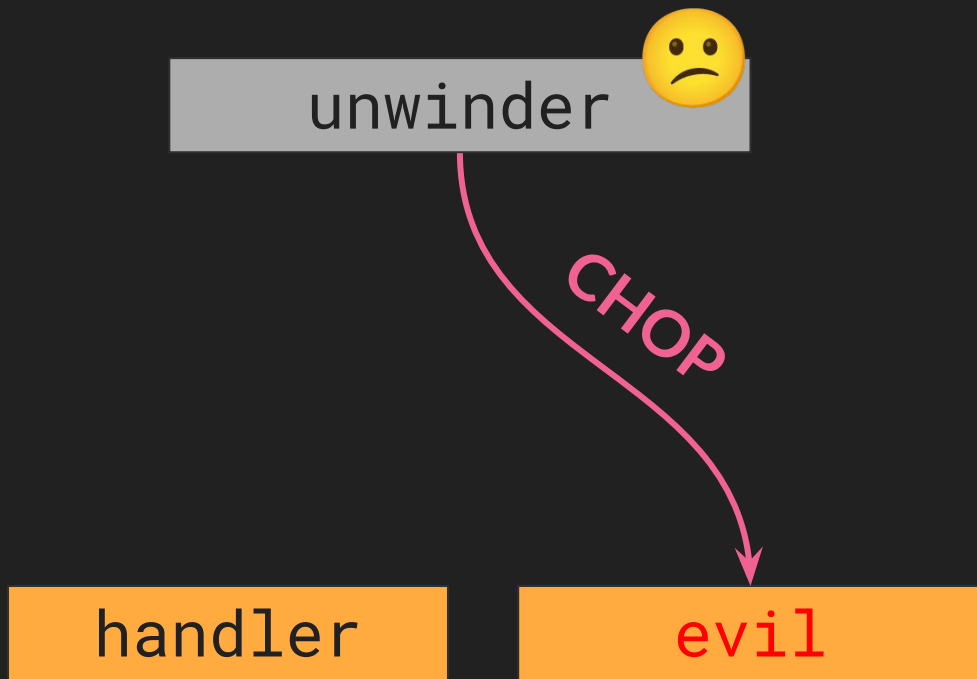
CHOP in a nutshell

unwinder

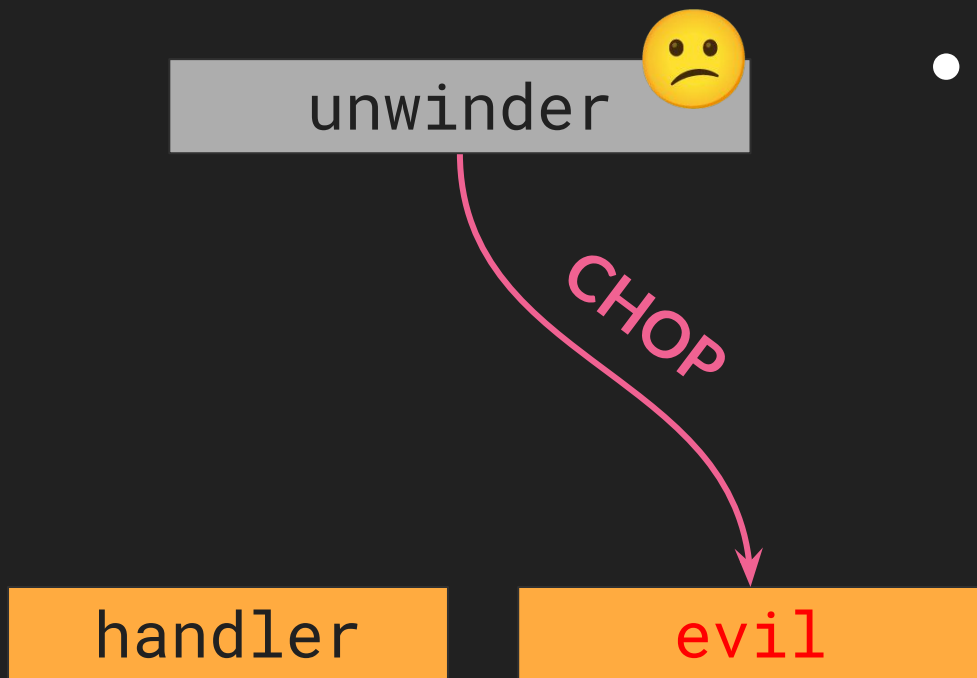
CHOP in a nutshell



CHOP in a nutshell

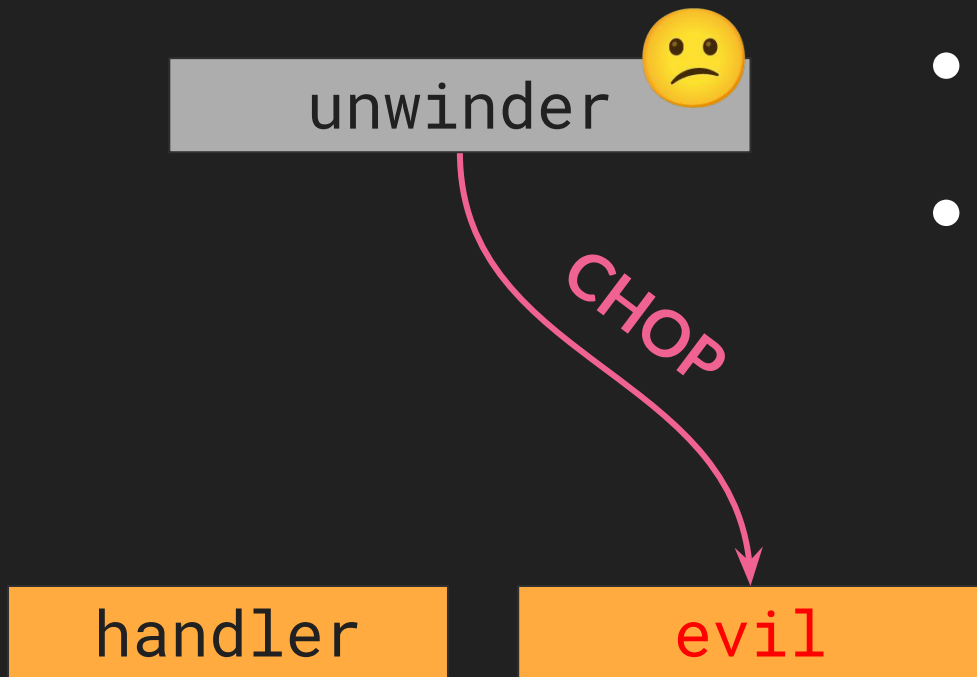


CHOP in a nutshell



- Likelihood of CHOP attacks

CHOP in a nutshell



- Likelihood of CHOP attacks
- Are CHOP attacks a serious issue?

The basic recipe...

The basic recipe...

```
void vuln() {  
    // overflow  
    // some other code  
  
    return;  
}
```

The basic recipe...

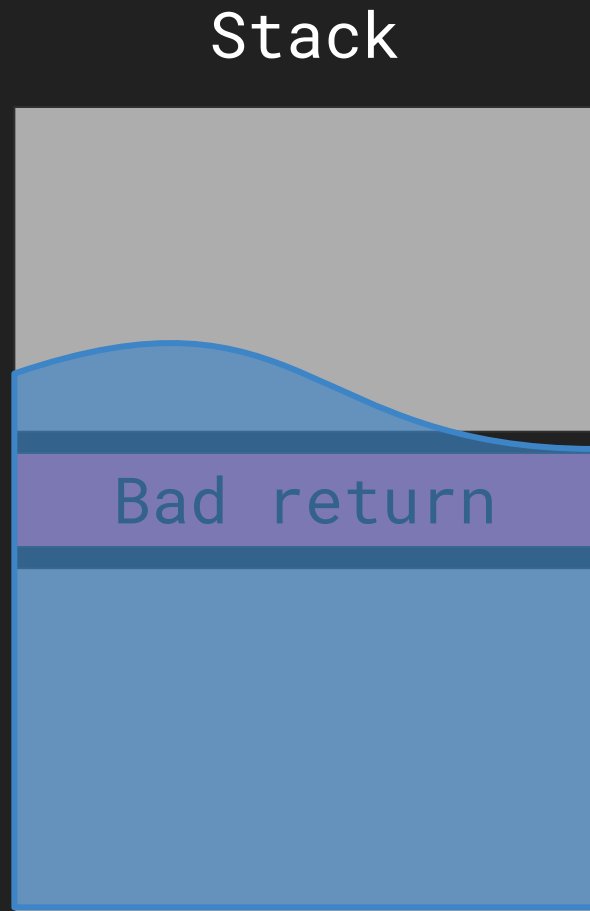
```
void vuln() {  
    // overflow  
    // some other code  
  
    return;  
}
```

Stack



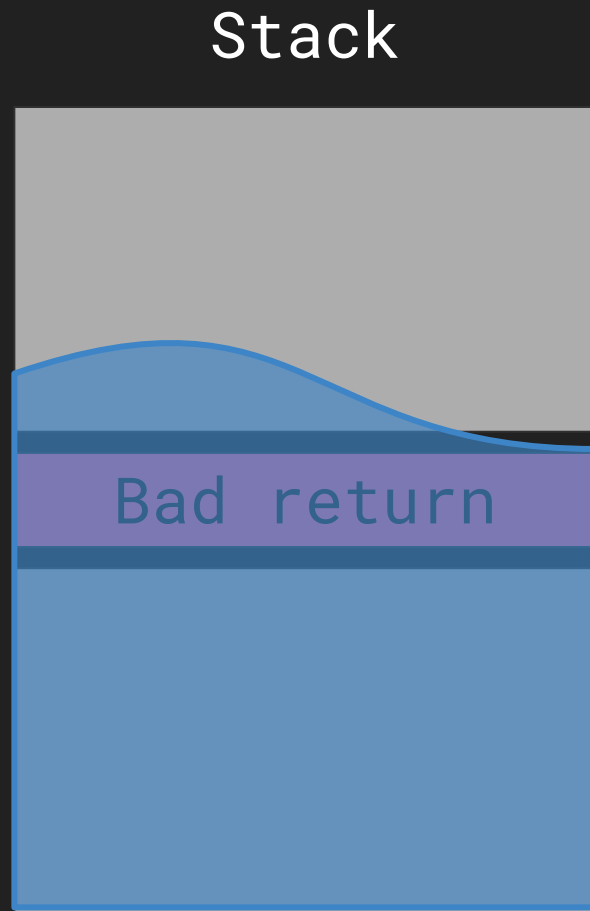
The basic recipe...

```
void vuln() {  
    // overflow  
    // some other code  
  
    return;  
}
```



The basic recipe...

```
void vuln() {  
    // overflow  
    // some other code  
    throw new Exception();  
    return;  
}
```

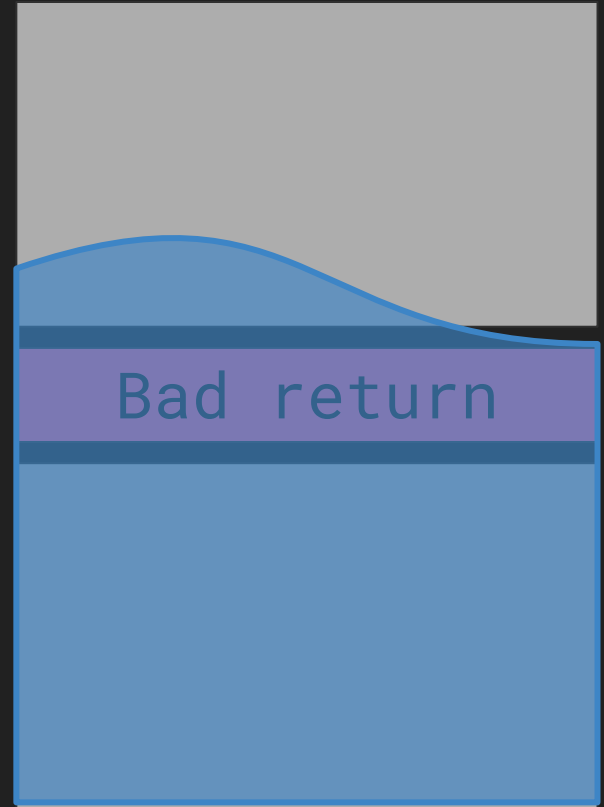


The basic recipe...

```
void vuln() {  
    // overflow  
    // some other code  
    throw new Exception();  
    return;  
}
```

handler

Stack

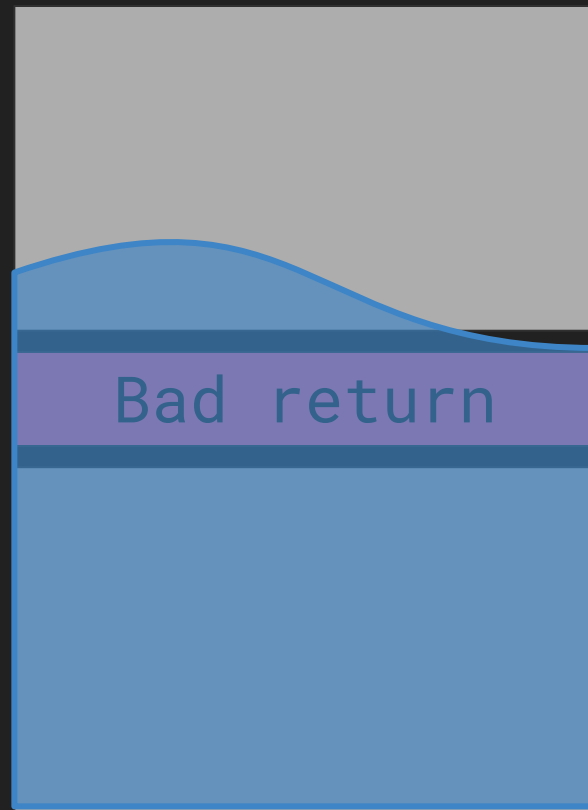


The basic recipe...

```
void vuln() {  
    // overflow  
    // some other code  
    throw new Exception();  
    return;  
}
```

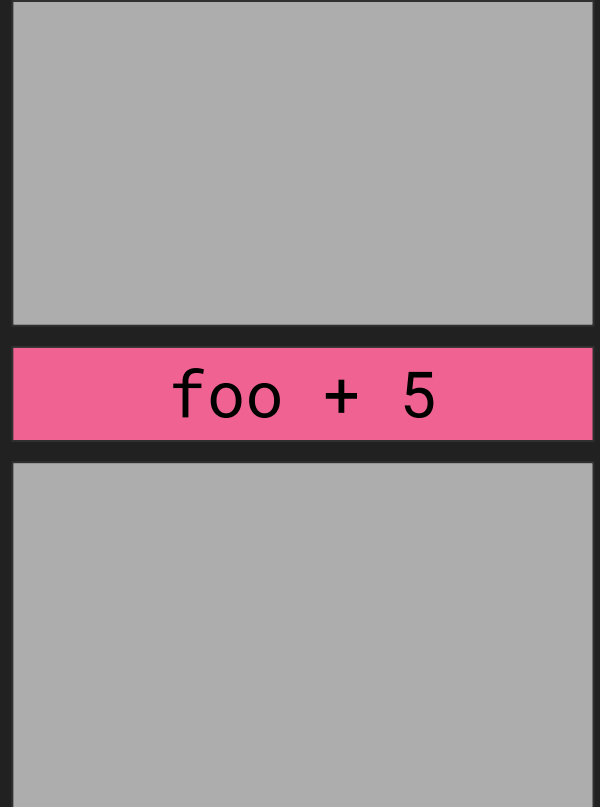
evil

Stack



Catch Handler Confusion

Stack




```
void foo() {  
    try {  
        vuln();  
        // more code  
    }  
    catch (...) { lose(); }  
}
```

Stack



```
void foo() {  
    try {  
        vuln();  
        // more code  
    }  
    catch (...) { lose(); }  
}
```

```
void vuln() {  
    // overflow  
    throw new Exception();  
}
```

Stack



```
void foo() {  
    try {  
        vuln();  
        // more code  
    }  
    catch (...) { lose(); }  
}
```

```
void vuln() {  
    // overflow  
    throw new Exception();  
}
```

Stack



```
void foo() {  
    try {  
        vuln();  
        // more code  
    }  
    catch (...) { lose(); }  
}
```

```
void vuln() {  
    // overflow  
    throw new Exception();  
}
```

Stack



```
void foo() {
    try {
        vuln();
        // more code
    }
    catch (...) { lose(); }
}

void vuln() {
    // overflow
    throw new Exception();
}

void bar() {
    try { /* ... */ }
    catch (...) { win(); }
}
```

Stack

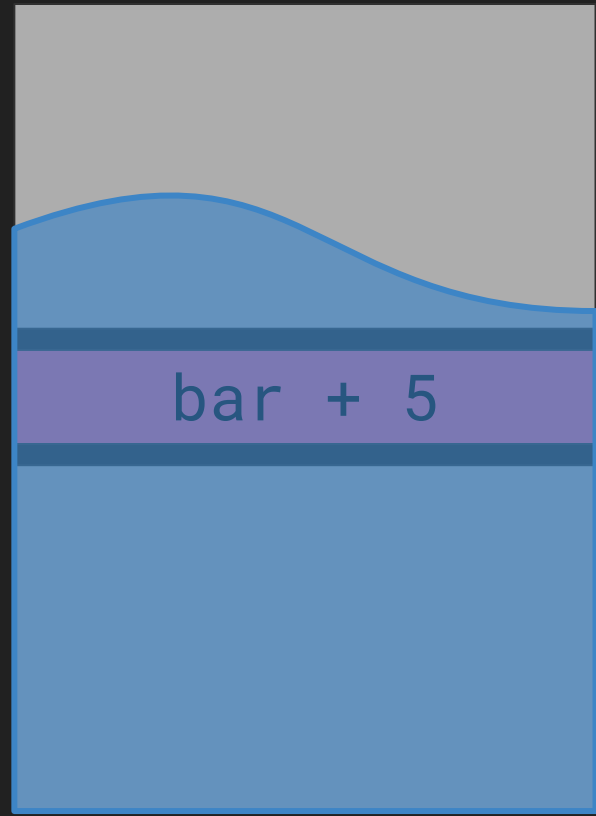


```
void foo() {
    try {
        vuln();
        // more code
    }
    catch (...) { lose(); }
}

void vuln() {
    // overflow
    throw new Exception();
}

void bar() {
    try { /* ... */ }
    catch (...) { win(); }
}
```

Stack

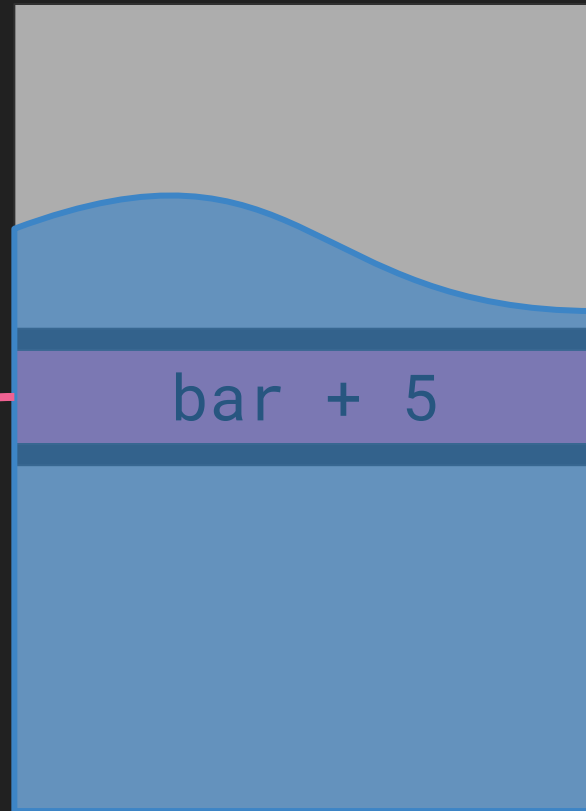


```
void foo() {  
    try {  
        vuln();  
        // more code  
    }  
    catch (...) { lose(); }  
}
```

```
void vuln() {  
    // overflow  
    throw new Exception();  
}
```

```
void bar() {  
    try { /* ... */ }  
    catch (...) { win(); }  
}
```

Stack

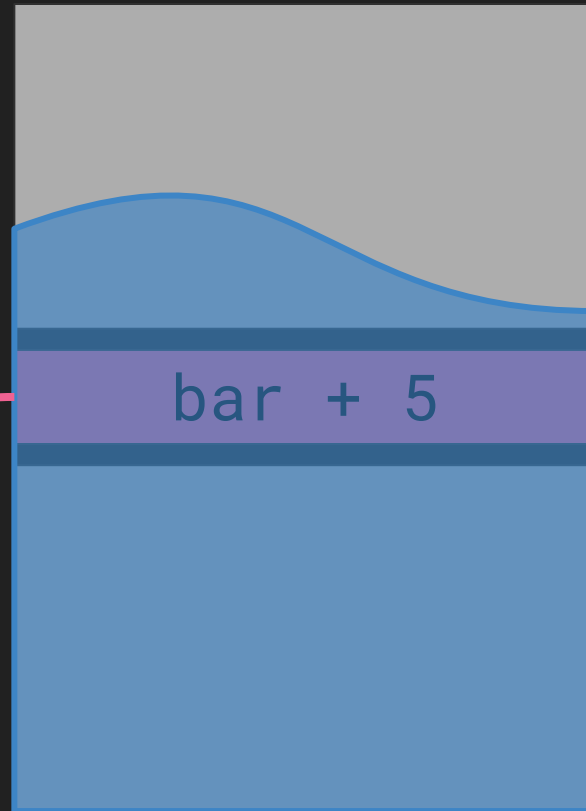


```
void foo() {
    try {
        vuln();
        // more code
    }
    catch (...) { lose(); }
}
```

```
void vuln() {
    // overflow
    throw new Exception();
}
```

```
void bar() {
    try { /* ... */ }
    catch (...) { win(); }
}
```

Stack

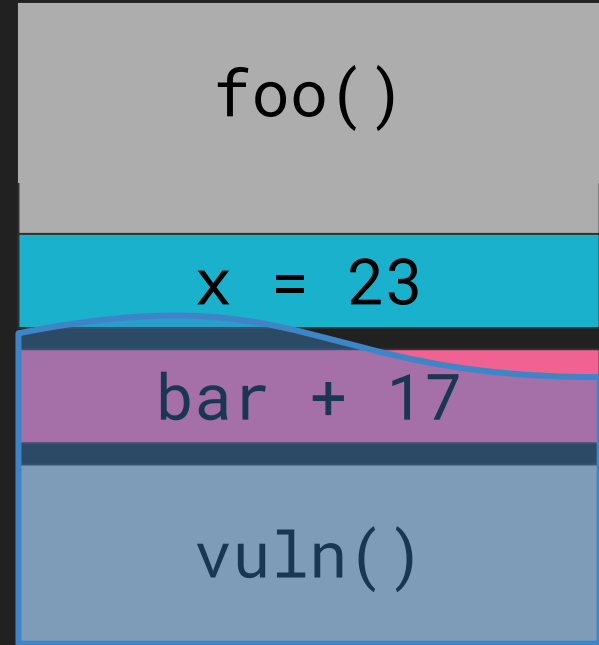


What do we control ?

```
void foo() {
    int x = 23;
    try { vuln(); }
    catch (...) { /* ... */ }
}
```

```
void bar() {
    int x = 42;
    try { /* ... */ }
    catch (...) {
        cout << x << endl;
    }
}
```

CHOP



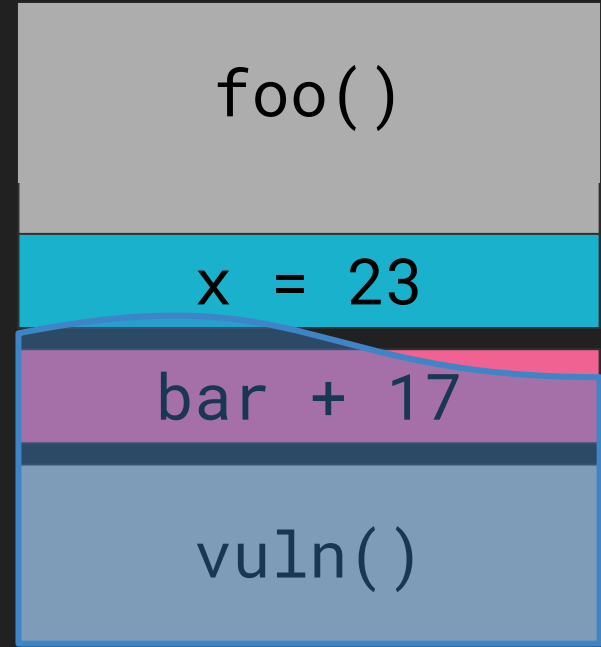
x gets restored from foo's stack frame!

```
void foo() {  
    int x = 23;  
    try { vuln(); }  
    catch (...) { /* ... */ }  
}
```

```
void bar() {  
    int x = 42;  
    try { /* ... */ }  
    catch (...) {  
        cout << x << endl;  
    }  
}
```

prints 23

CHOP



x gets restored from foo's stack frame!

```
void foo() {  
    int x = 23;  
    try { vuln(); }  
    catch (...) { /* ... */ }  
}
```

```
void bar() {  
    int x = 42;  
    try { /* ... */ }  
    catch (...) {  
        cout << x << endl;  
    }  
}
```

prints 1337

CHOP



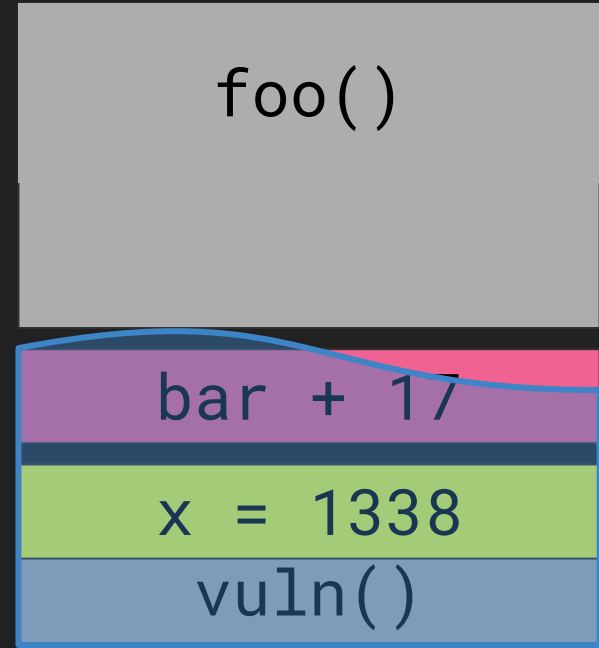
Attackers control the target handler's local variables!

```
void foo() {  
    int x = 23;  
    try { vuln(); }  
    catch (...) { /* ... */ }  
}
```

```
void bar() {  
    int x = 42;  
    try { /* ... */ }  
    catch (...) {  
        cout << x << endl;  
    }  
}
```

prints 1338

CHOP



Sometimes they are even stored in **callee-saved** regs!

The Attack

The Attack

Stack Buffer
Overflow

The Attack

Stack Buffer
Overflow



```
graph TD; A[Stack Buffer Overflow] --> B[throw]
```

A flowchart with two rectangular boxes. The top box is pink and contains the text 'Stack Buffer Overflow'. A white arrow points downwards from the center of this box to the center of a yellow box below it. The yellow box contains the text 'throw'.

throw

The Attack

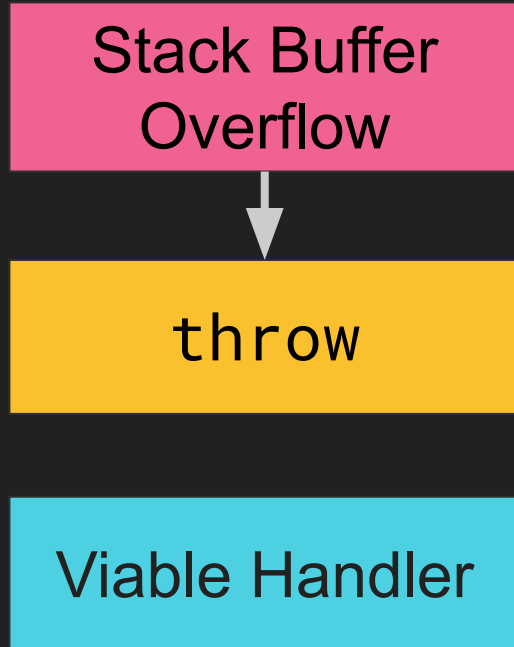
Stack Buffer
Overflow

```
graph TD; A[Stack Buffer Overflow] --> B[throw]; B --> C[Viable Handler];
```

throw

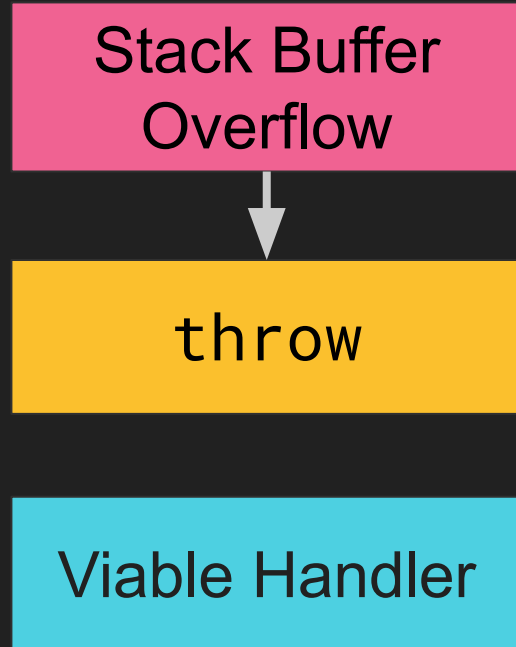
Viable Handler

The Attack



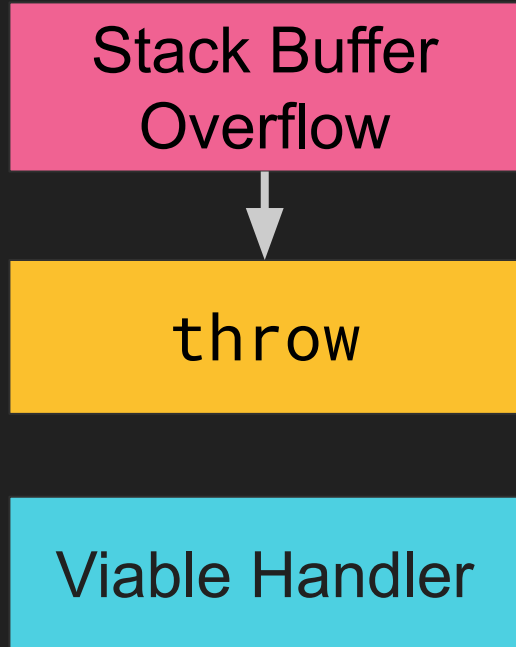
- Prevalence of exception handling code

The Attack

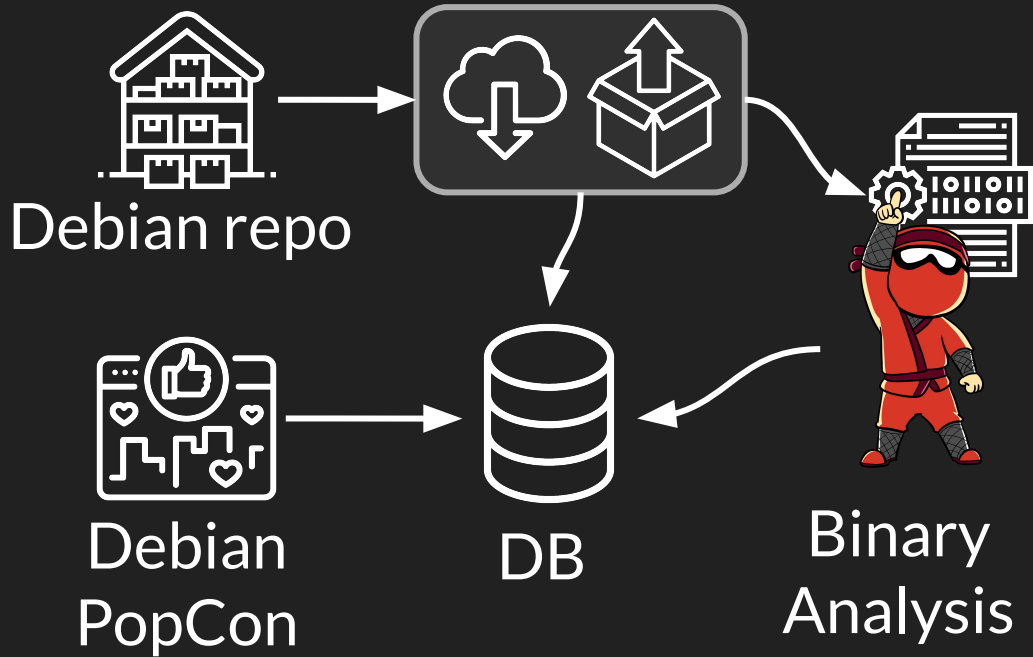


- Prevalence of exception handling code
- Likelihood of **throwing** functions

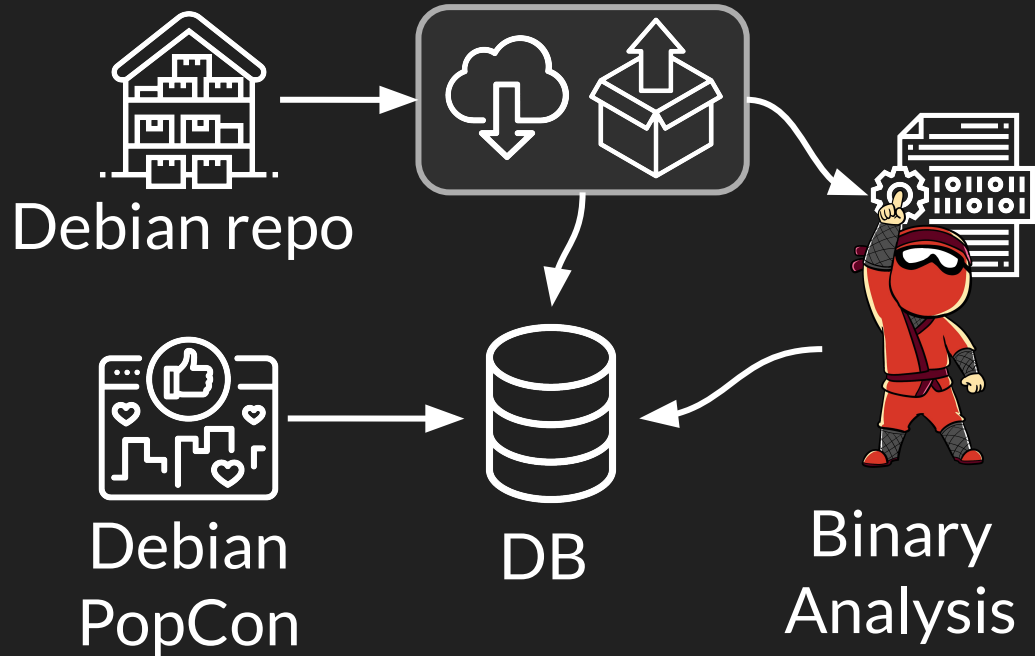
The Attack



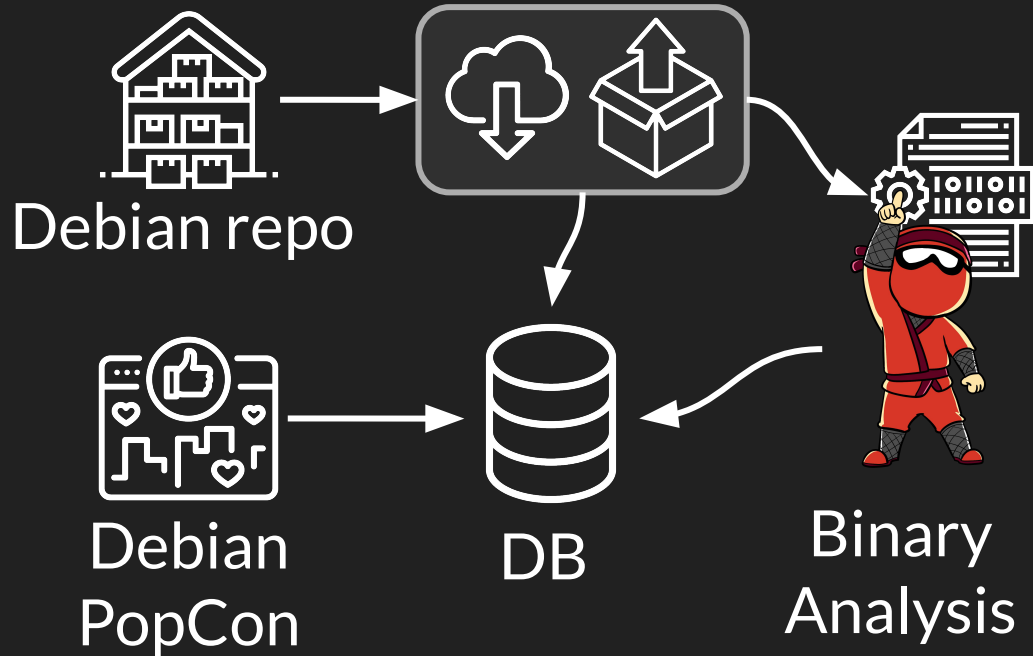
- Prevalence of exception handling code
- Likelihood of **throwing** functions
- Handlers with meaningful attacker **gadgets**



Select top 1000 popular packages (~3.3k binaries)

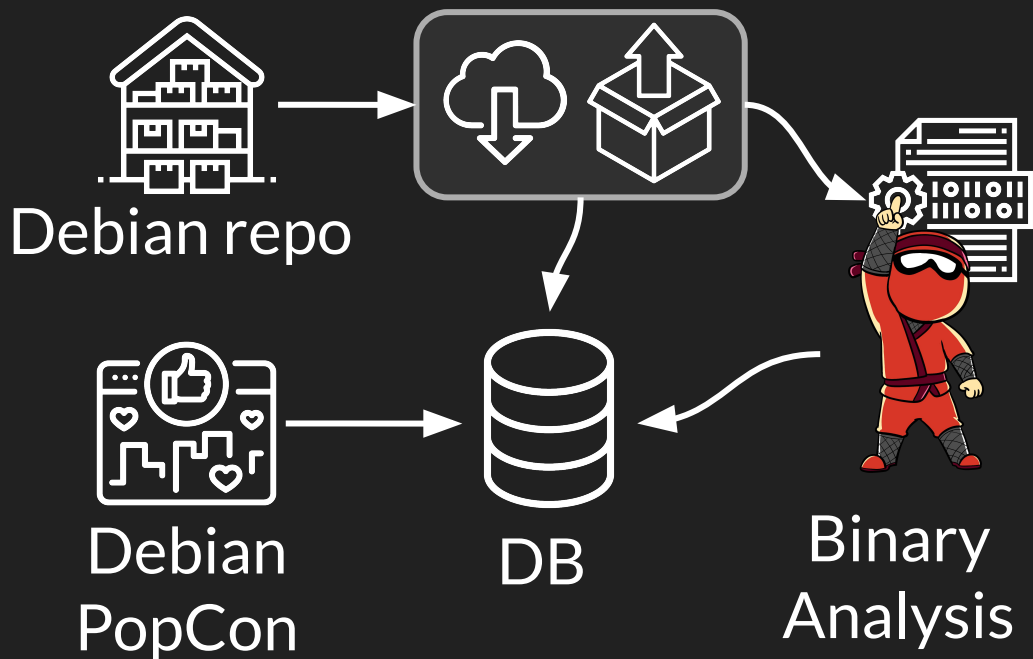


Select top 1000 popular packages (~3.3k binaries)



Not restricted to C++ binaries

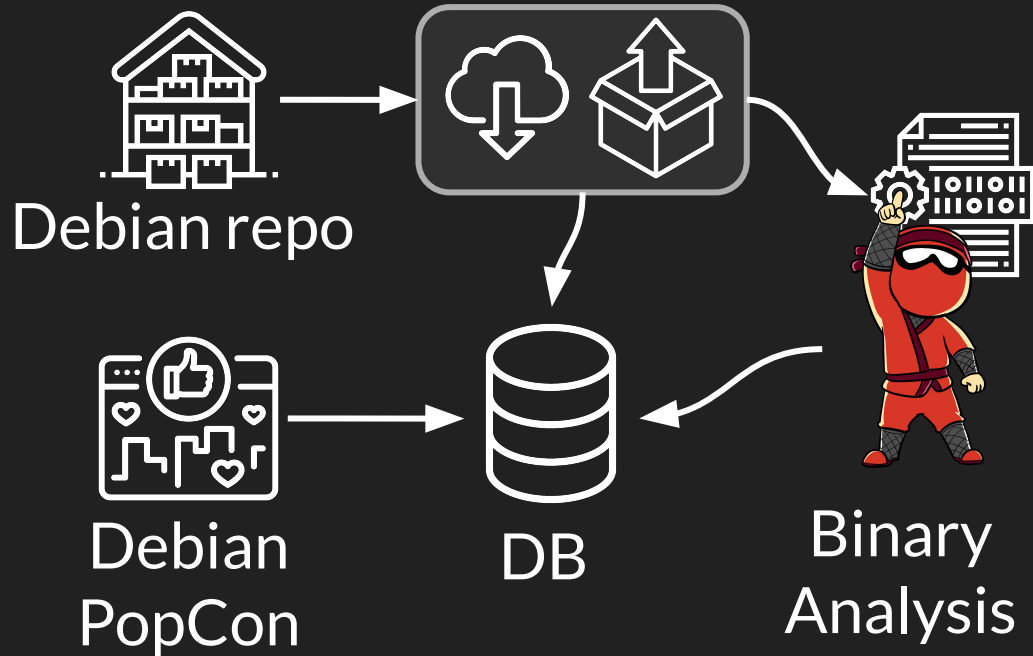
Select top **1000** popular packages (~**3.3k** binaries)



Not restricted to C++ binaries

~**10%** of binaries use exception handling

Select top **1000** popular packages (~**3.3k** binaries)



Not restricted to **C++** binaries

~**10%** of binaries use exception handling

Half contain at least **40%** throwing functions

Taint analysis

Taint analysis

- Extract exception handlers from our data set

Taint analysis

- Extract exception handlers from our data set
- Model forms of control as the **taint source**

Taint analysis

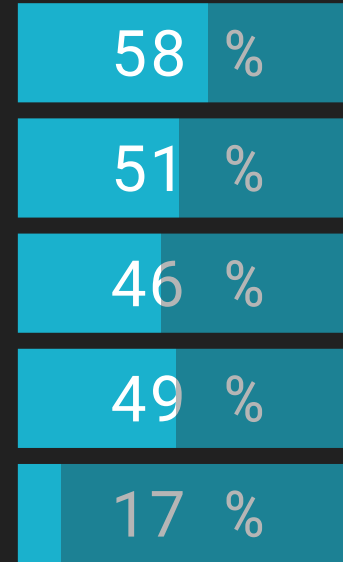
- Extract exception handlers from our data set
- Model forms of control as the **taint source**
- Search for tainted **gadgets** in the exception handlers

Interesting gadgets

- Arbitrary Free
- Control-flow Hijack
- Write-What-Where
- Write-Where-Only
- Write-What-Only

Interesting gadgets

- Arbitrary Free
- Control-flow Hijack
- Write-What-Where
- Write-Where-Only
- Write-What-Only



% of binaries containing
at least one gadget

Real-World impact

Real-World impact

- Stack cookies

Real-World impact

- Stack cookies
- Intel CET, ShadowCallStack and more...

Real-World impact

- Stack cookies
- Intel CET, ShadowCallStack and more...
- Apple, Google, Intel, ARM, Microsoft, gcc and llvm

Conclusion

- CHOP attacks are **possible**
- ... and **dangerous**

More in the paper...

- are feasible in practice (3 CVEs)
 - unexploitable with modern defences



Paper QR