



A Vulnerability-Tolerant Secure Architecture Based on Ensembles of Moving Target Defenses with Churn

M. Gallagher, L. Biernacki, S. Chen, Z.B. Aweke, S.F. Yitbarek, M.T. Aga, A. Harris, Z. Xu, B. Kasikci, V. Bertacco, S. Malik, M. Tiwari, T. Austin





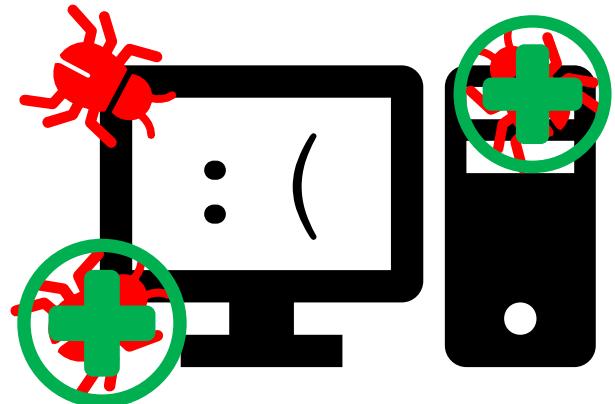
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Secure System Design Now

- Secure design “loop”:
 - For-each vulnerability:
 - Attackers exploit vulnerability
 - Defenders patch vulnerability
- List of vulnerabilities increasing...
- Not typically possible to prove security against *all* vulnerabilities



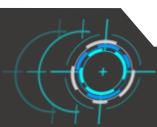
Characteristics of Exploits

- Benign programs may have vulnerabilities →
Defenses need to be *vulnerability-tolerant*

Vulnerabilities + Information Assets = Exploit



- Attackers use *internal program assets*:
 - Byproduct of system implementation
 - Usually not relied-on by programmers

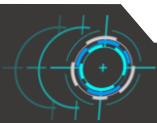
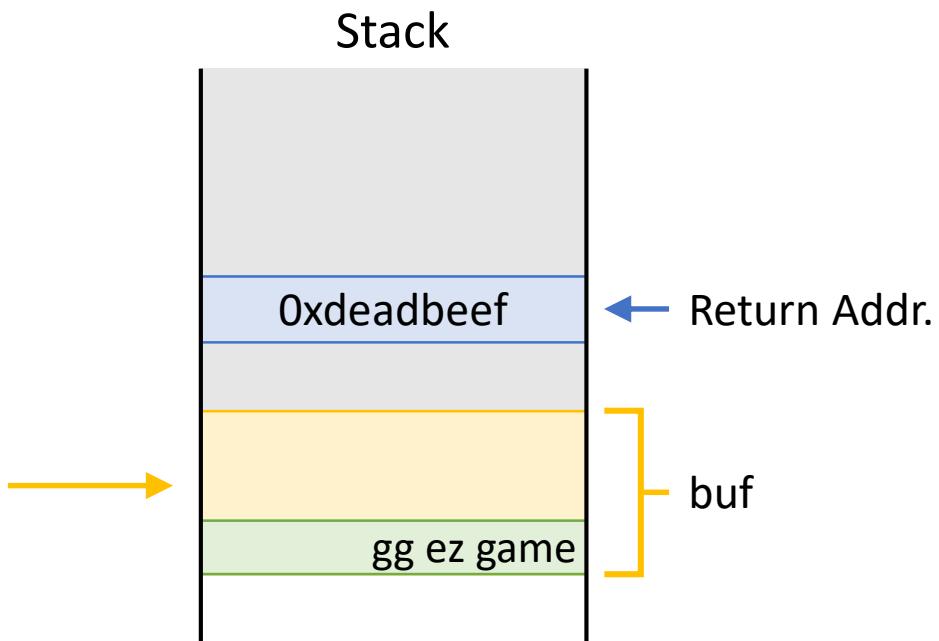


Exploits: Abusing Program Assets

Benign Use-Case

```
char buf[30];  
strcpy(buf, arg);
```

arg = "gg ez game"

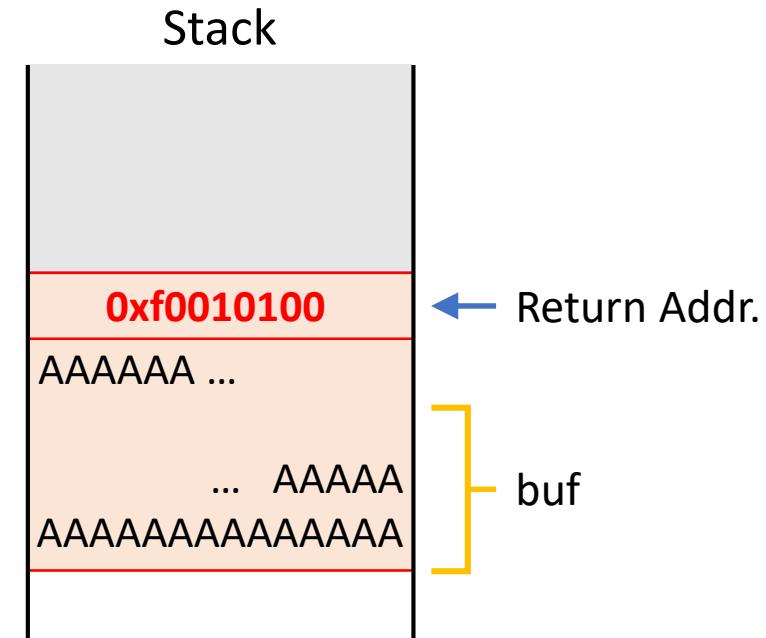


Exploits: Abusing Program Assets

Malicious Use-Case

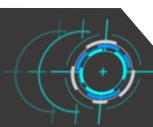
```
char buf[30];  
strcpy(buf, arg);
```

Address of `target()`
`arg = "AAAAAA...\\xf0\\x01\\x01\\x00"`



Information Assets:

- Location of `target()`
- Pointer Representation



Protecting Information Assets

An Approach:

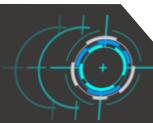
Randomize assets

Moving Target Defenses (MTDs)

Load-time MTDs: 64-bit ASLR, ISR, ...

Attackers defeat load-time MTDs with
Derandomization Attacks

→ Load-Time MTDs have *LOW* durability



Protecting Information Assets

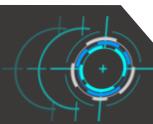
An Approach:

Randomize assets

**Morpheus uses H/W-supported
re-randomization (Churn) to give
high-entropy MTDs better durability**

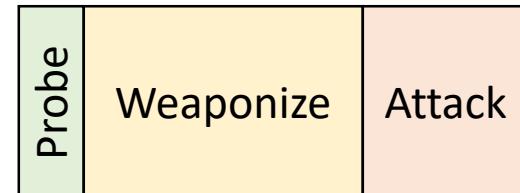
Attackers defeat load-time MTDs with
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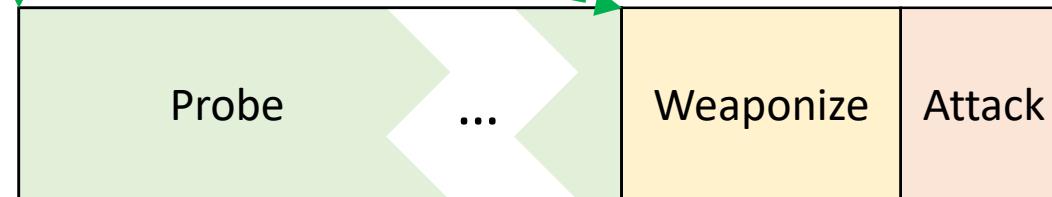


Attacks vs. (Re-)Randomization

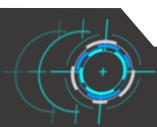
No MTDs



Load-time
MTDs

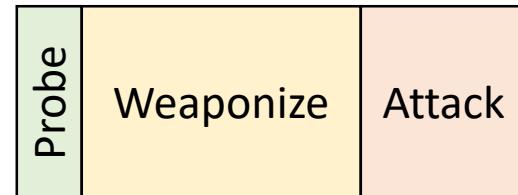


t —————→

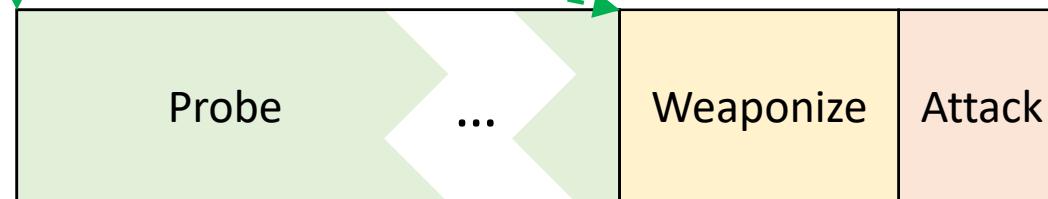


Attacks vs. (Re-)Randomization

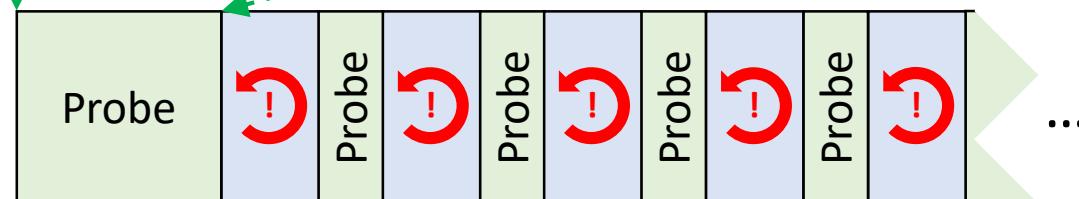
No MTDs



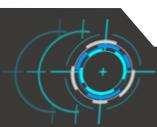
Load-time
MTDs



Re-Randomized
MTDs
(Churn)



t —————→

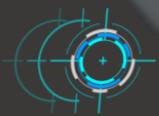


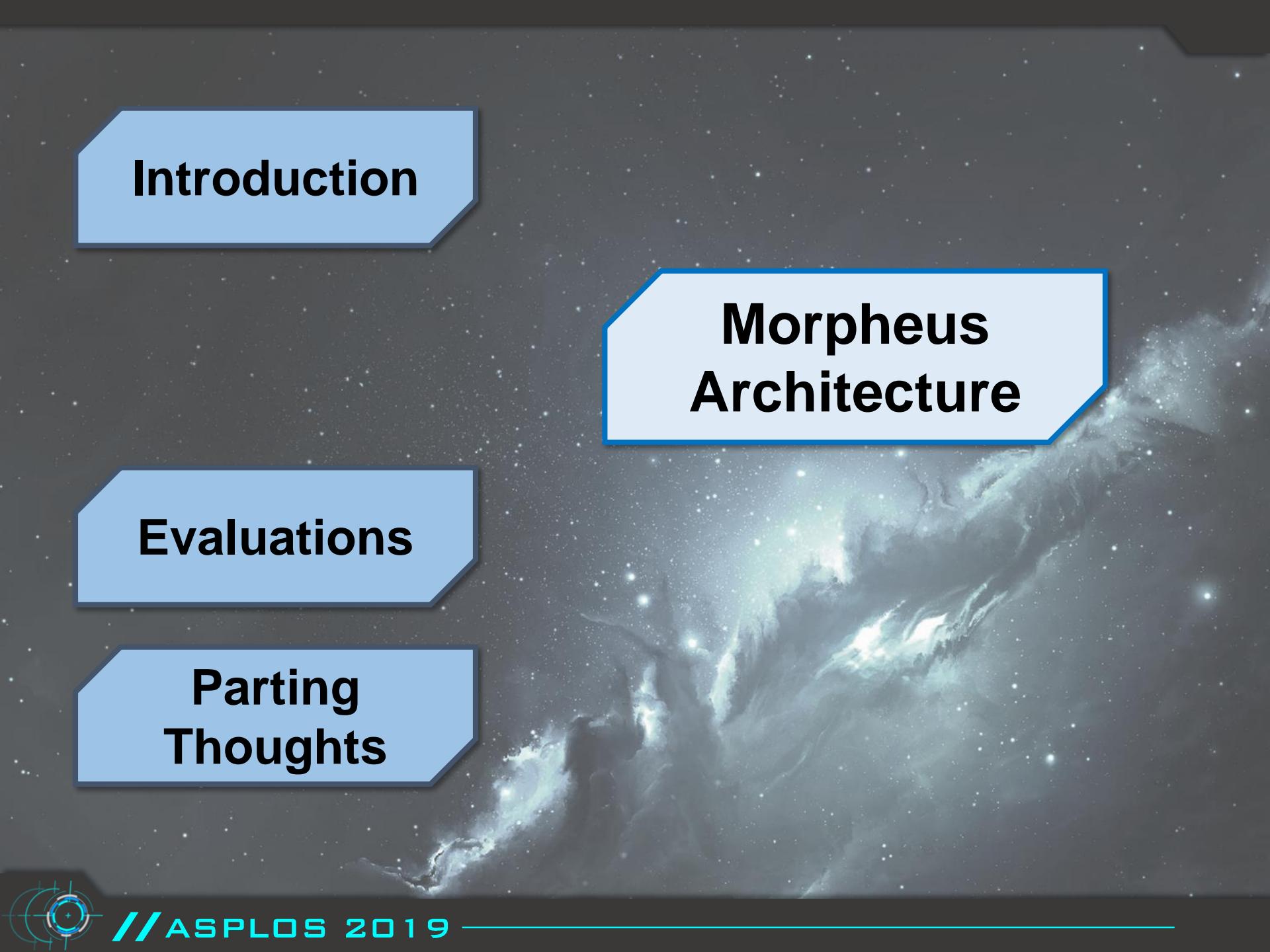
Introduction

Morpheus
Architecture

Evaluations

Parting
Thoughts



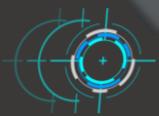


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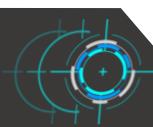
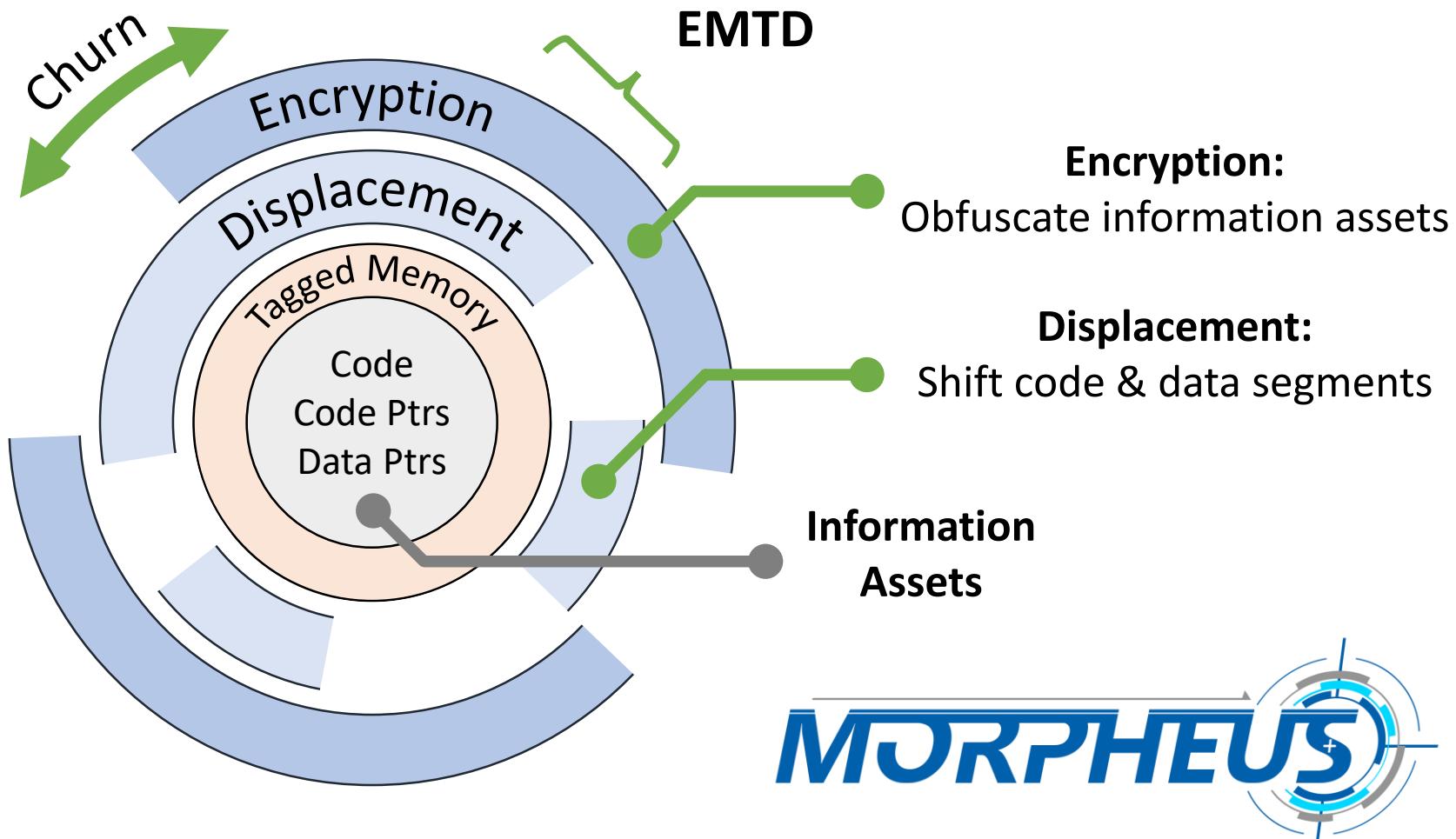
**Morpheus
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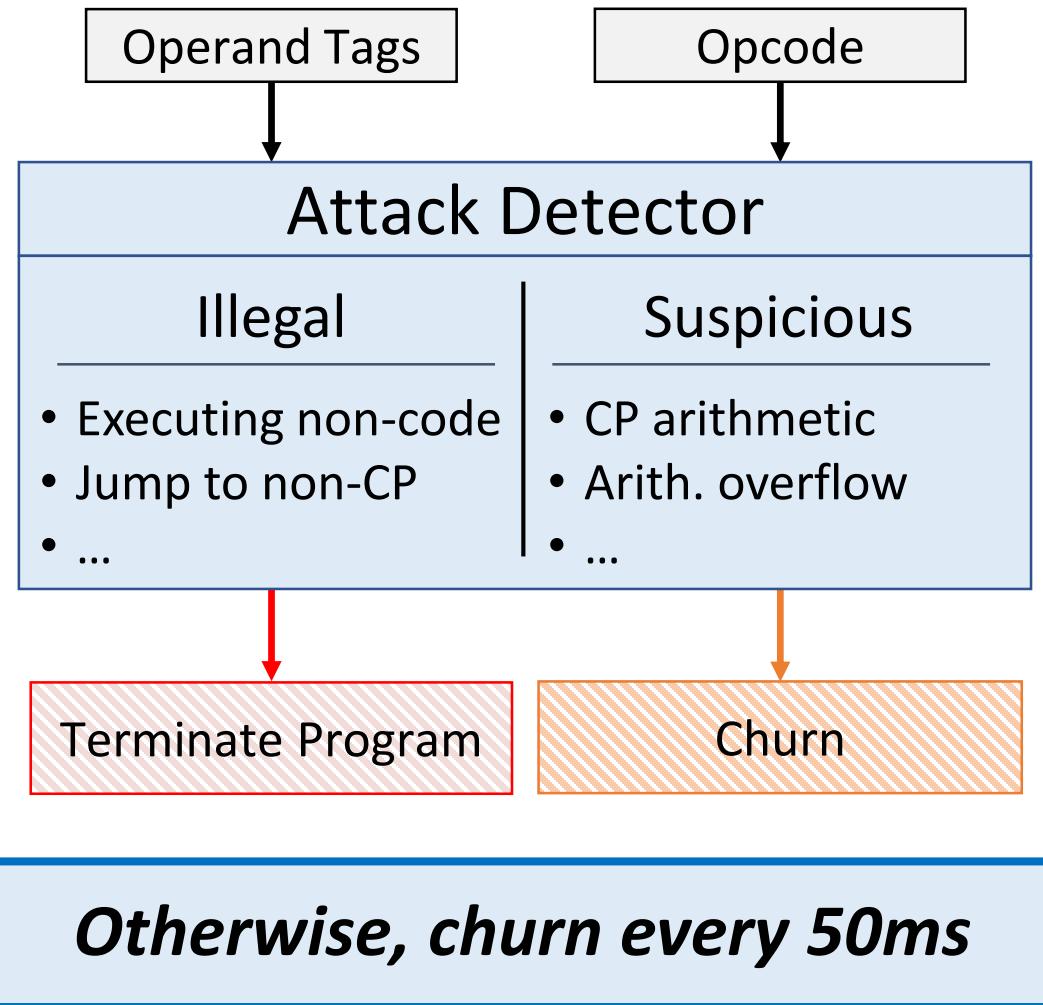


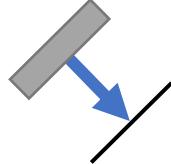
Morpheus: Ensemble of MTDs



Tagging & Attack Detection

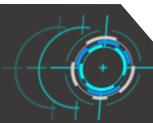
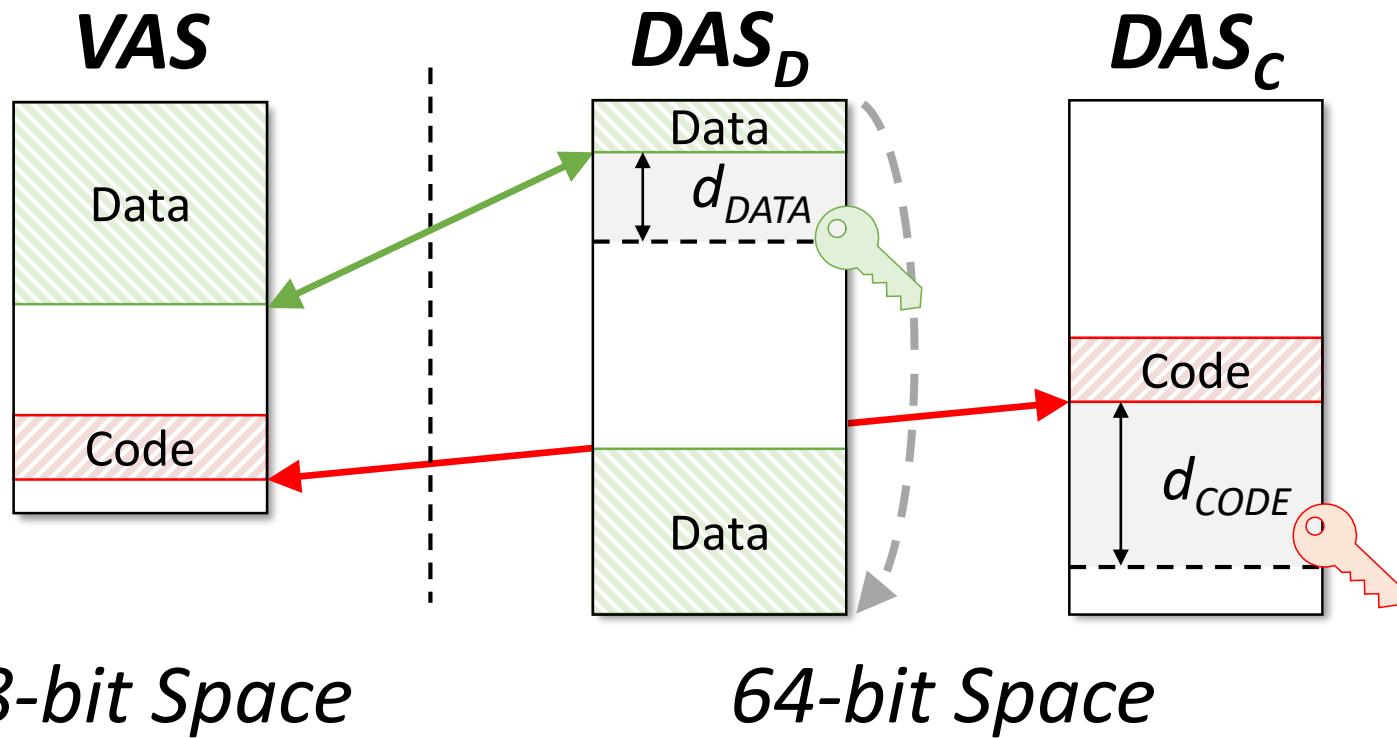
- Tags enable behavior tracking
- Illegal Ops
 - Clearly dangerous
- Suspicious Ops
 - Normal programs may perform
 - May be probes or attacks





Displacement

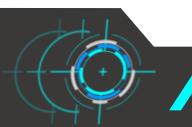
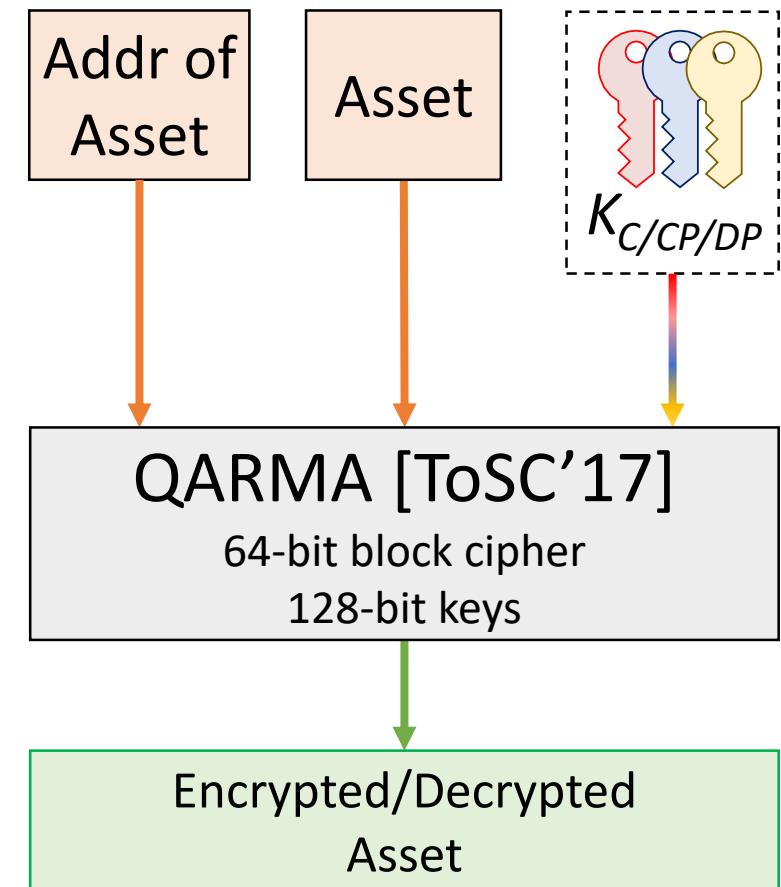
- Introduces entropy to **Code & Data location**
- Shift address space into 2 independent spaces
 - Add d , a 60 bit displacement, to pointers





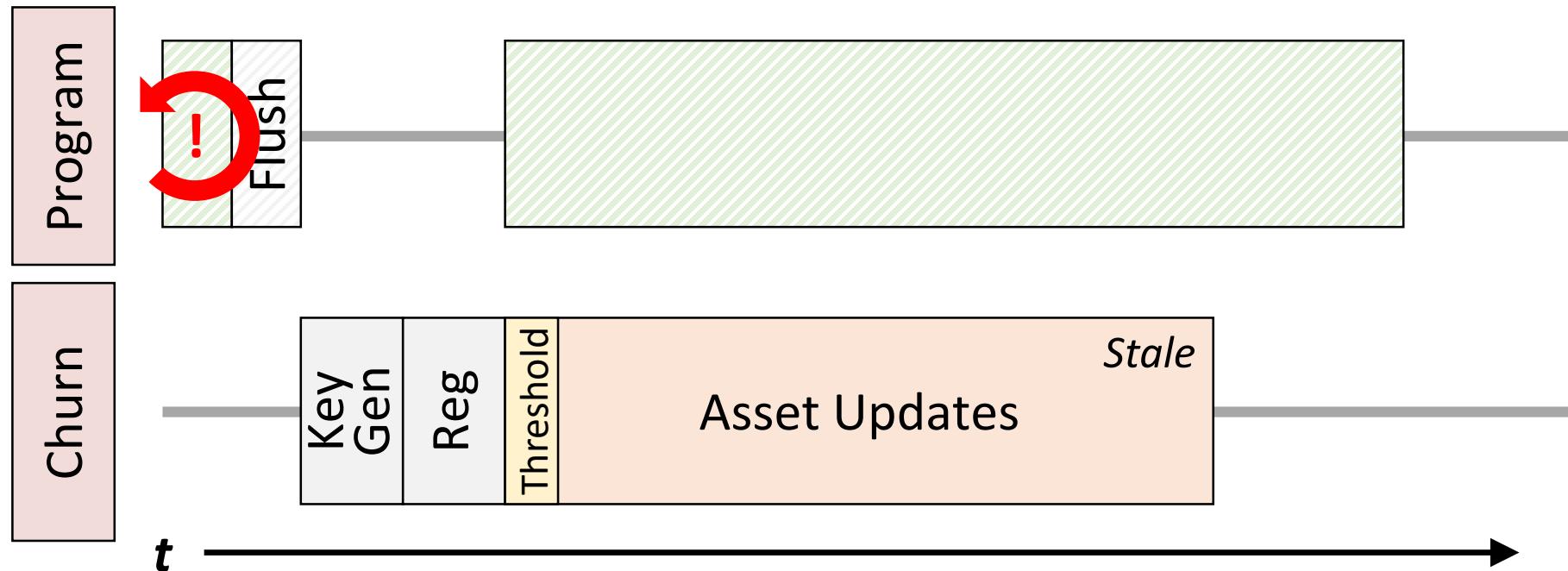
Encryption

- Introduces entropy to **Code** & **Pointer values**
- Encrypt domains under own keys
 - Code
 - Code Pointer
 - Data Pointer
- QARMA Block Cipher
 - Fast cipher used in Arm's PAC
 - Used in *counter-mode* here



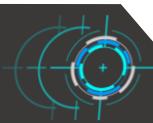


Churning EMTDs



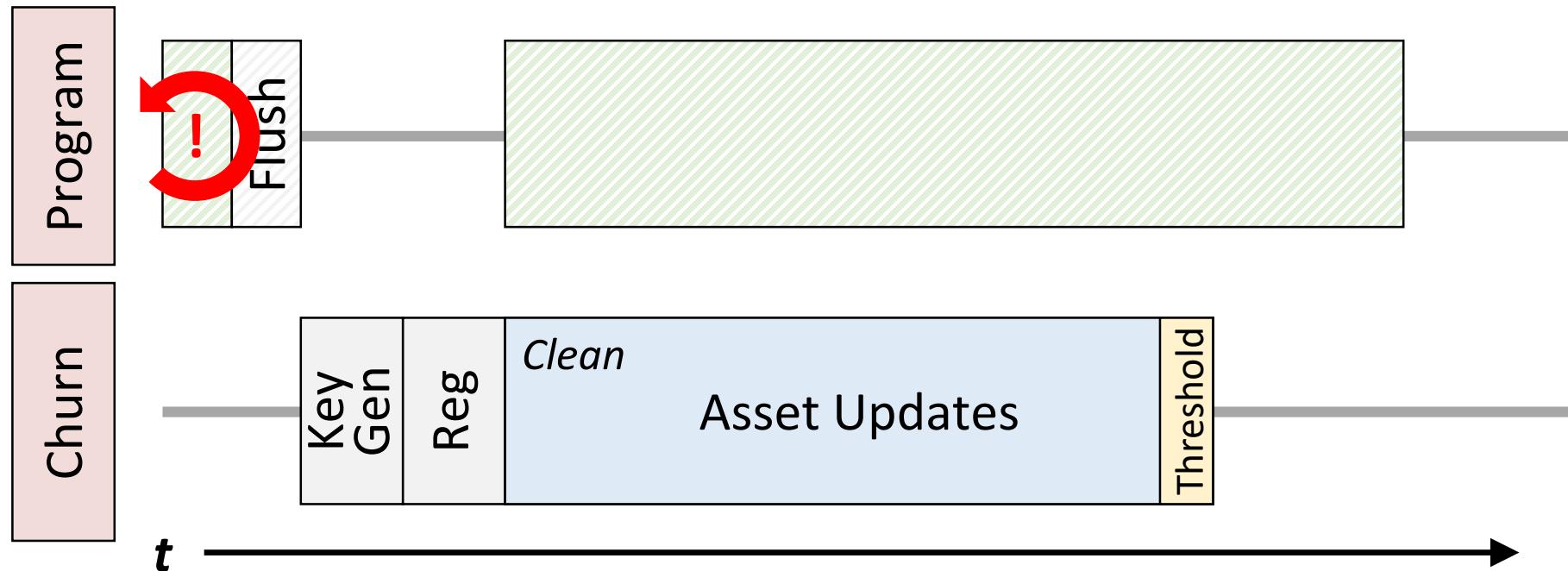
Stale: Under OLD key

Clean: Updated to NEW key



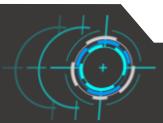


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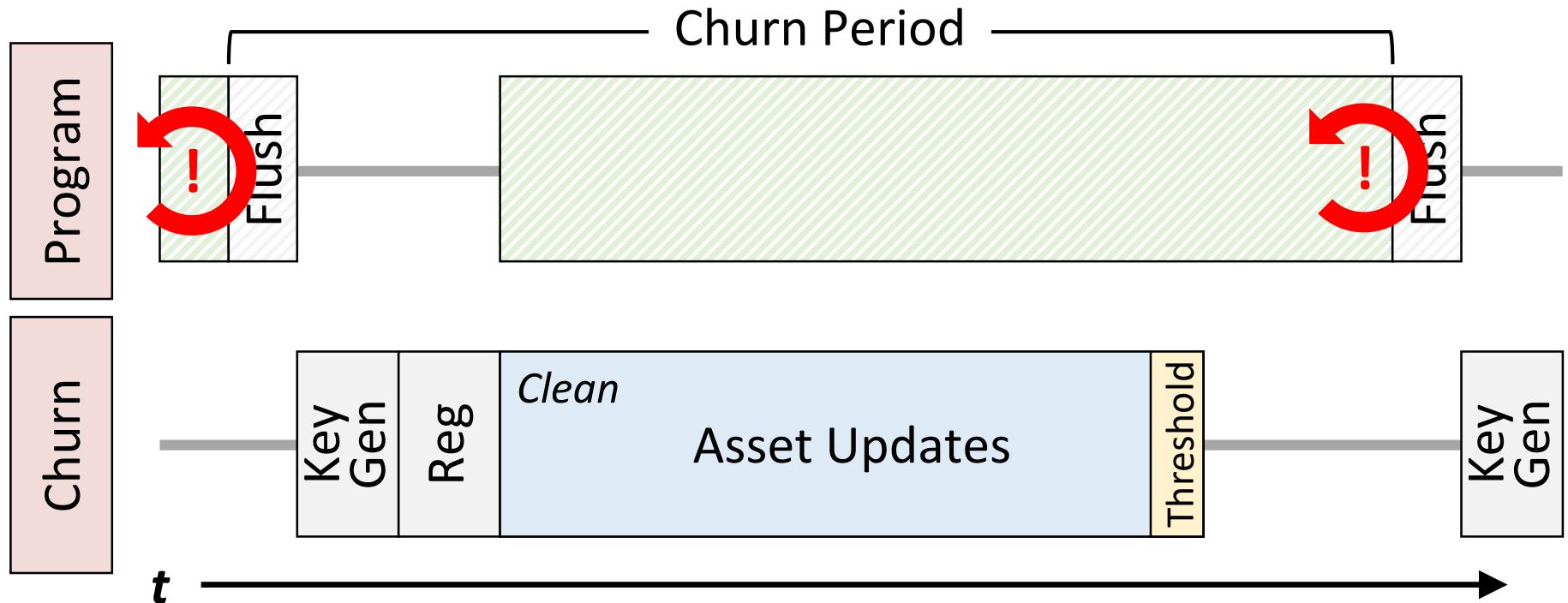
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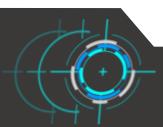


Churning EMTDs



Stale: Under OLD key

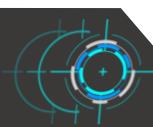
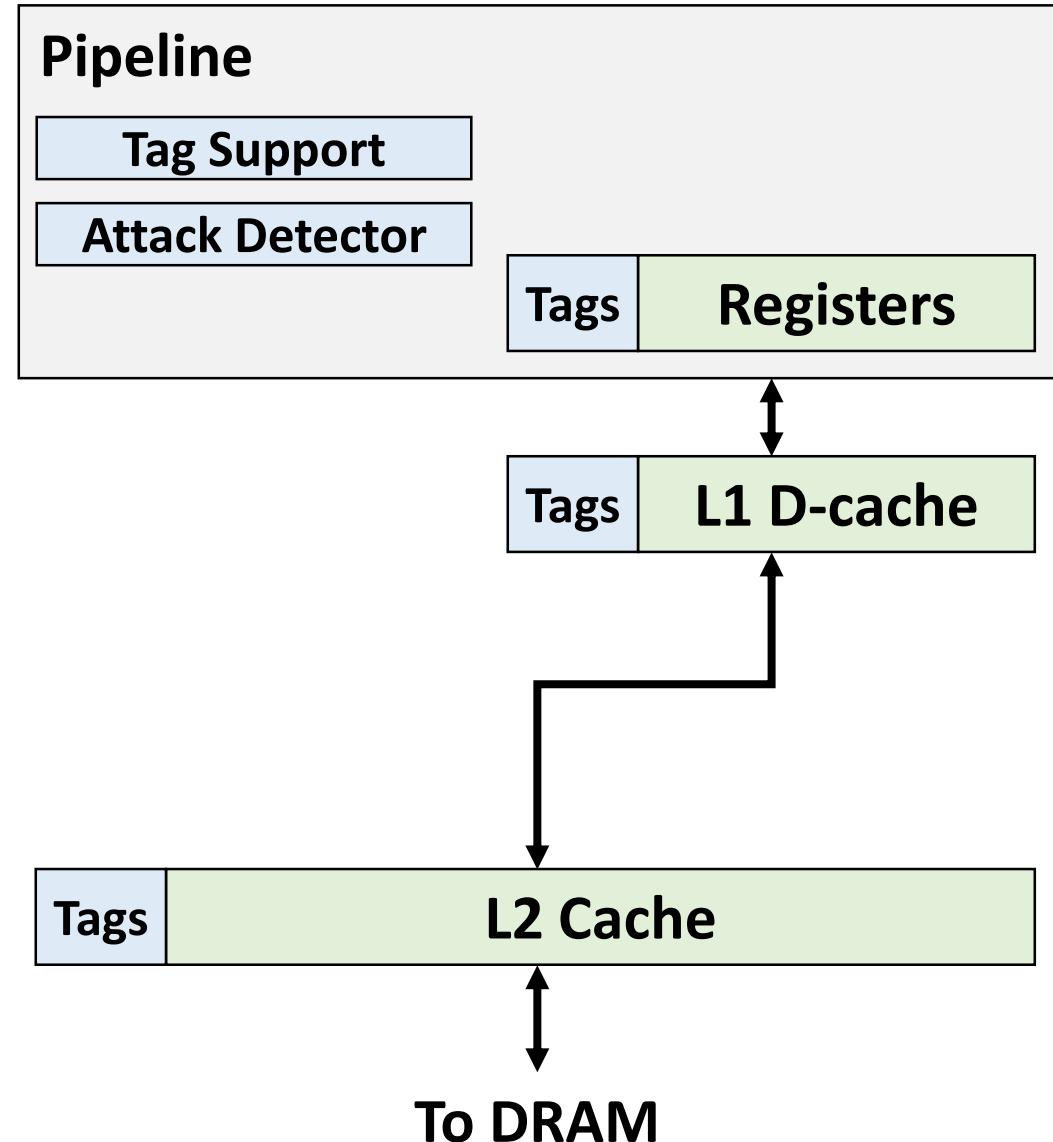
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μ Arch Additions

Tagged Memory

- Tag Propagation
- Attack Detector



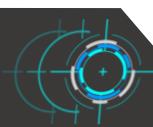
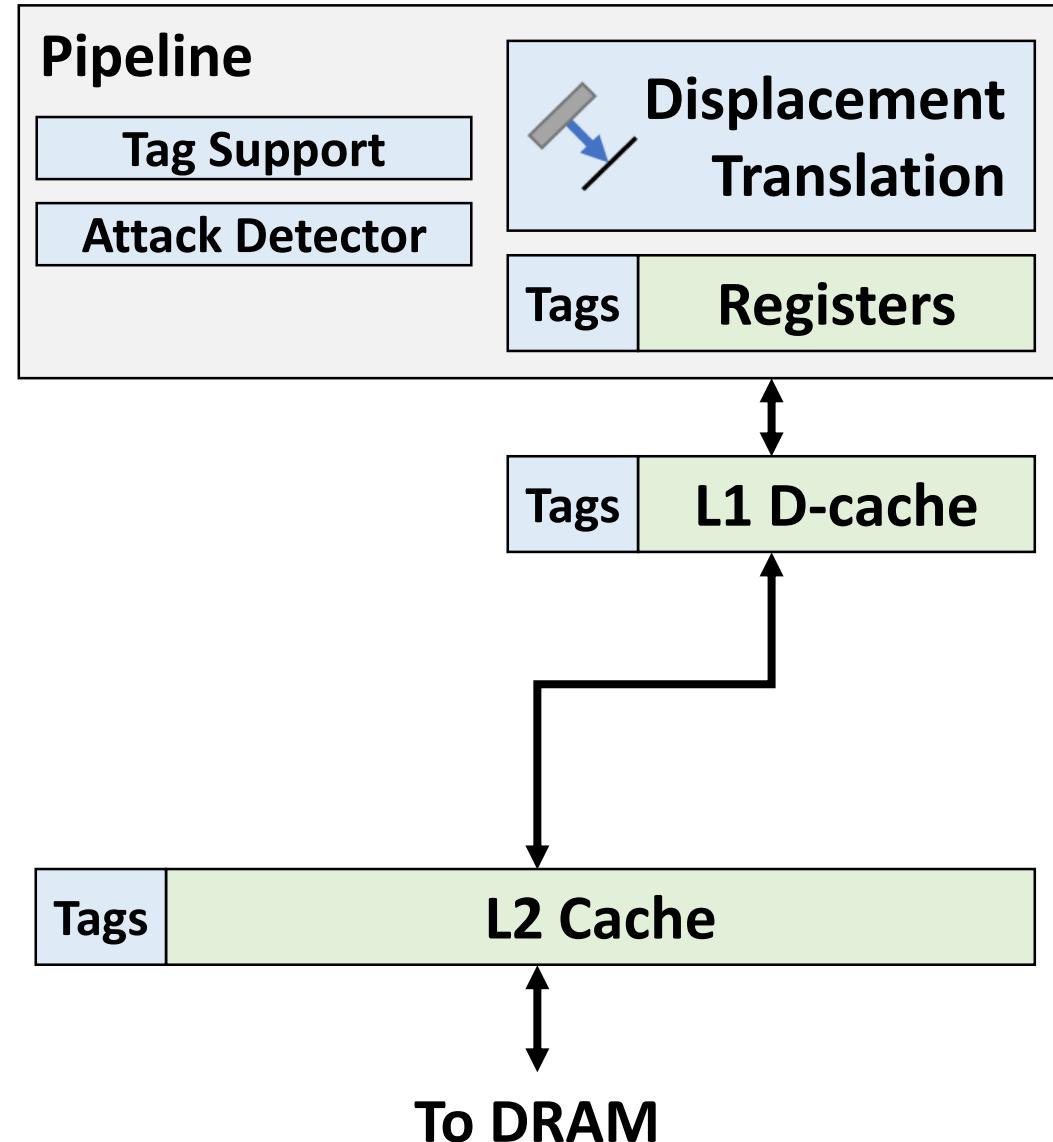
μ Arch Additions

Tagged Memory

- Tag Propagation
- Attack Detector

Displacement

- Translate DAS \rightarrow VAS



μ Arch Additions

Tagged Memory

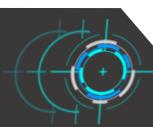
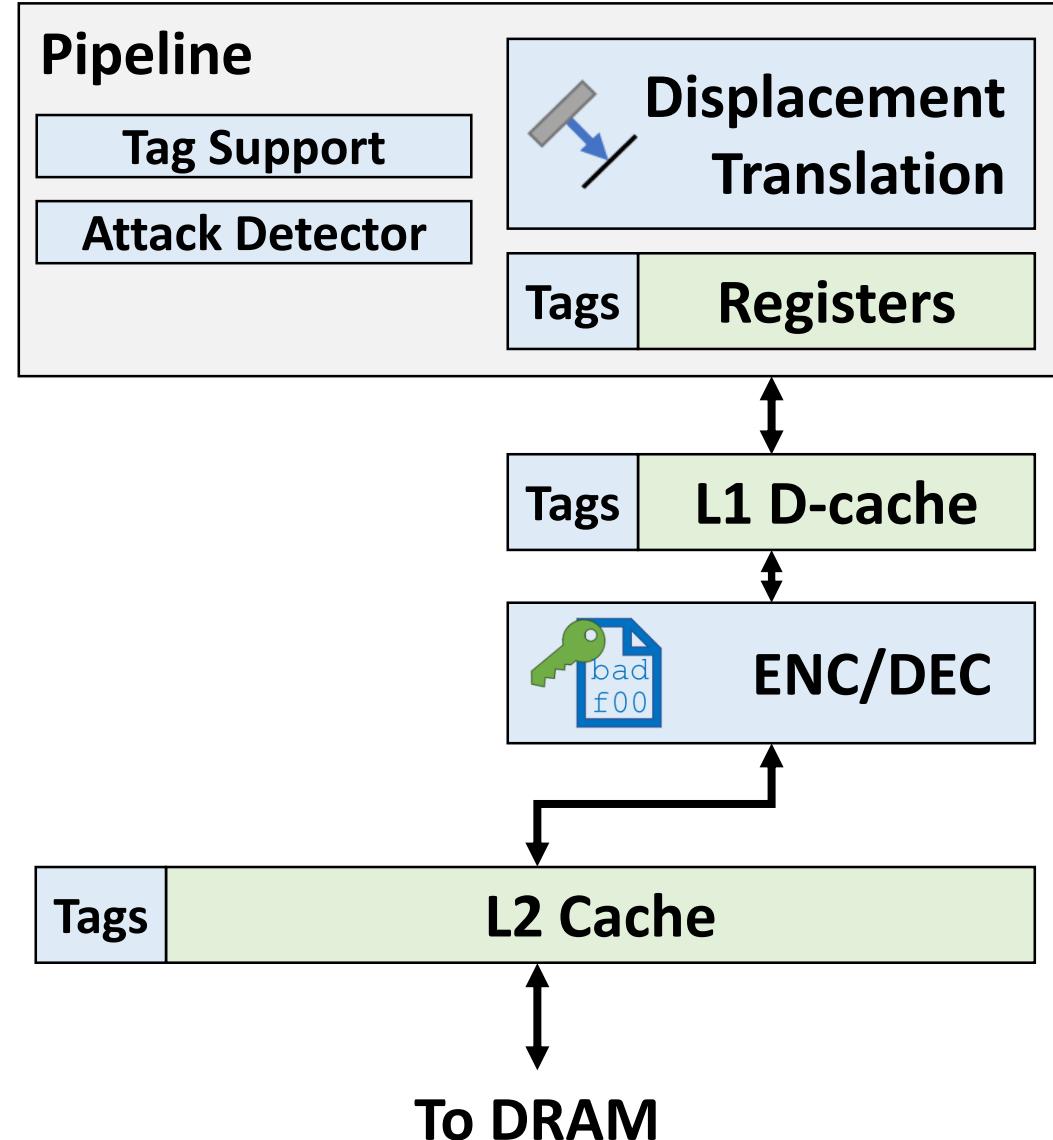
- Tag Propagation
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Encryption

- QARMA Engines



μ Arch Additions

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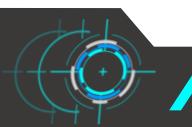
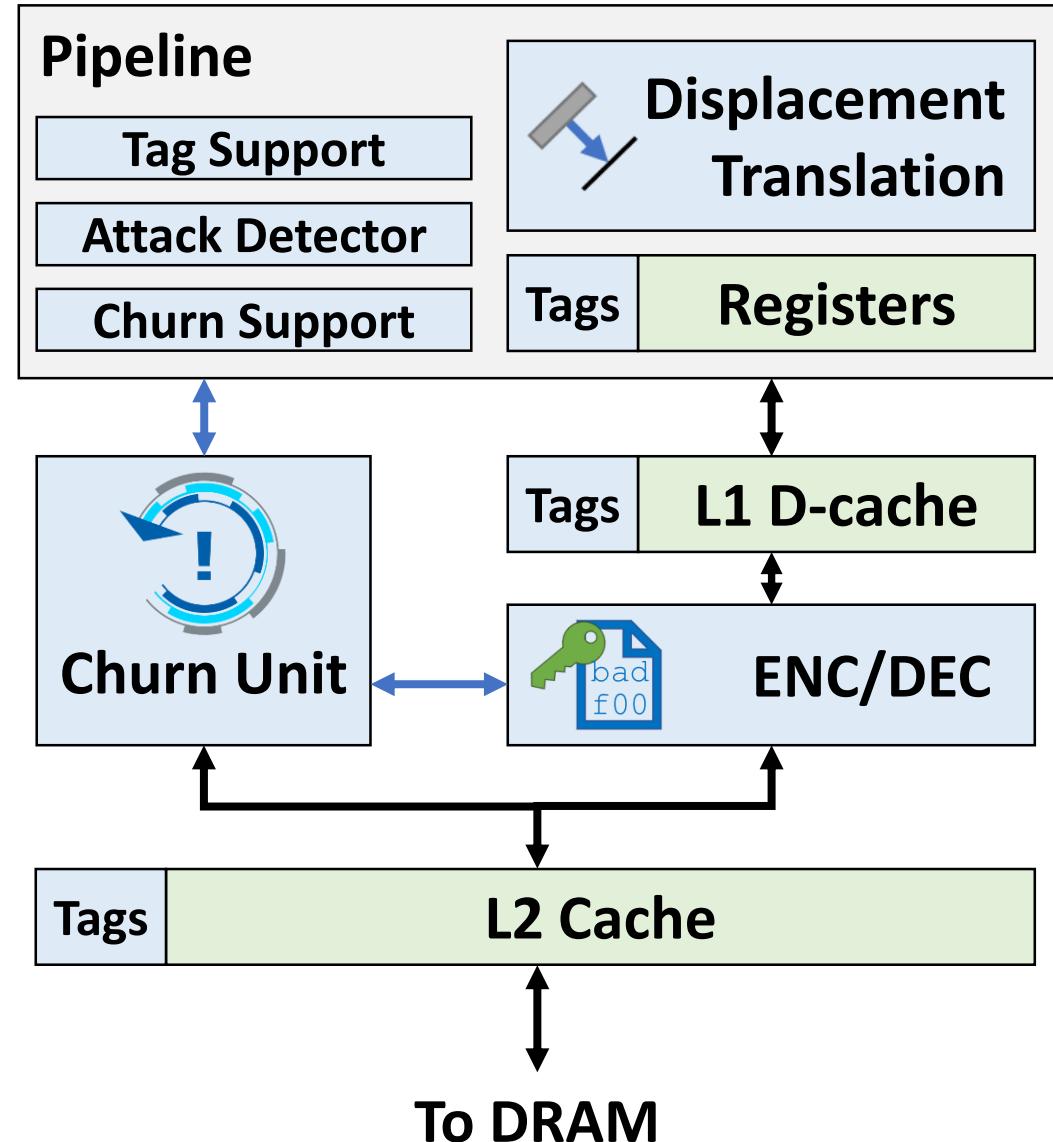
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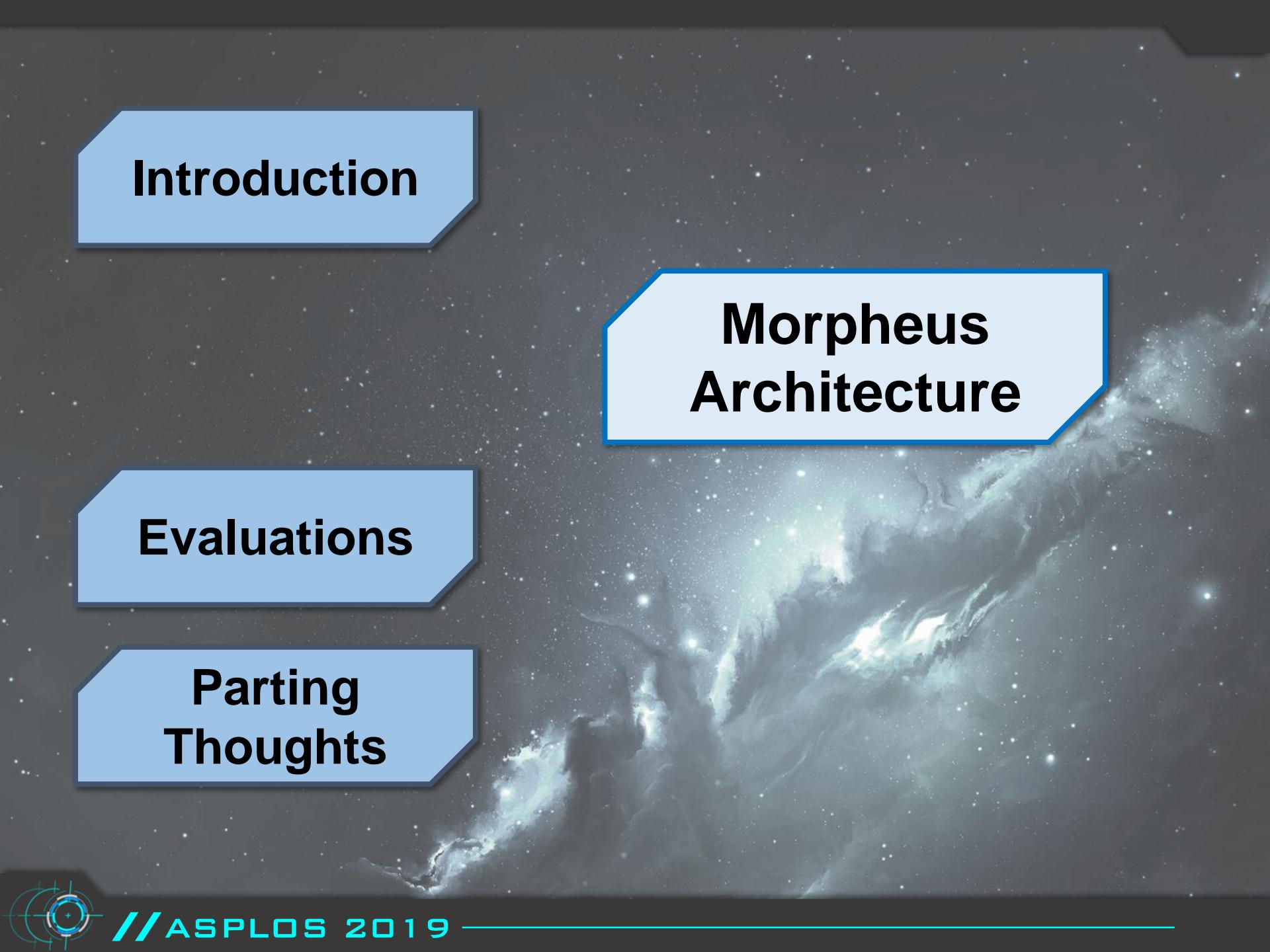
Encryption

- QARMA Engines

Churn Unit

- State Machine
- RNG (Key-Gen)
- Threshold Register



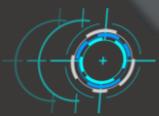


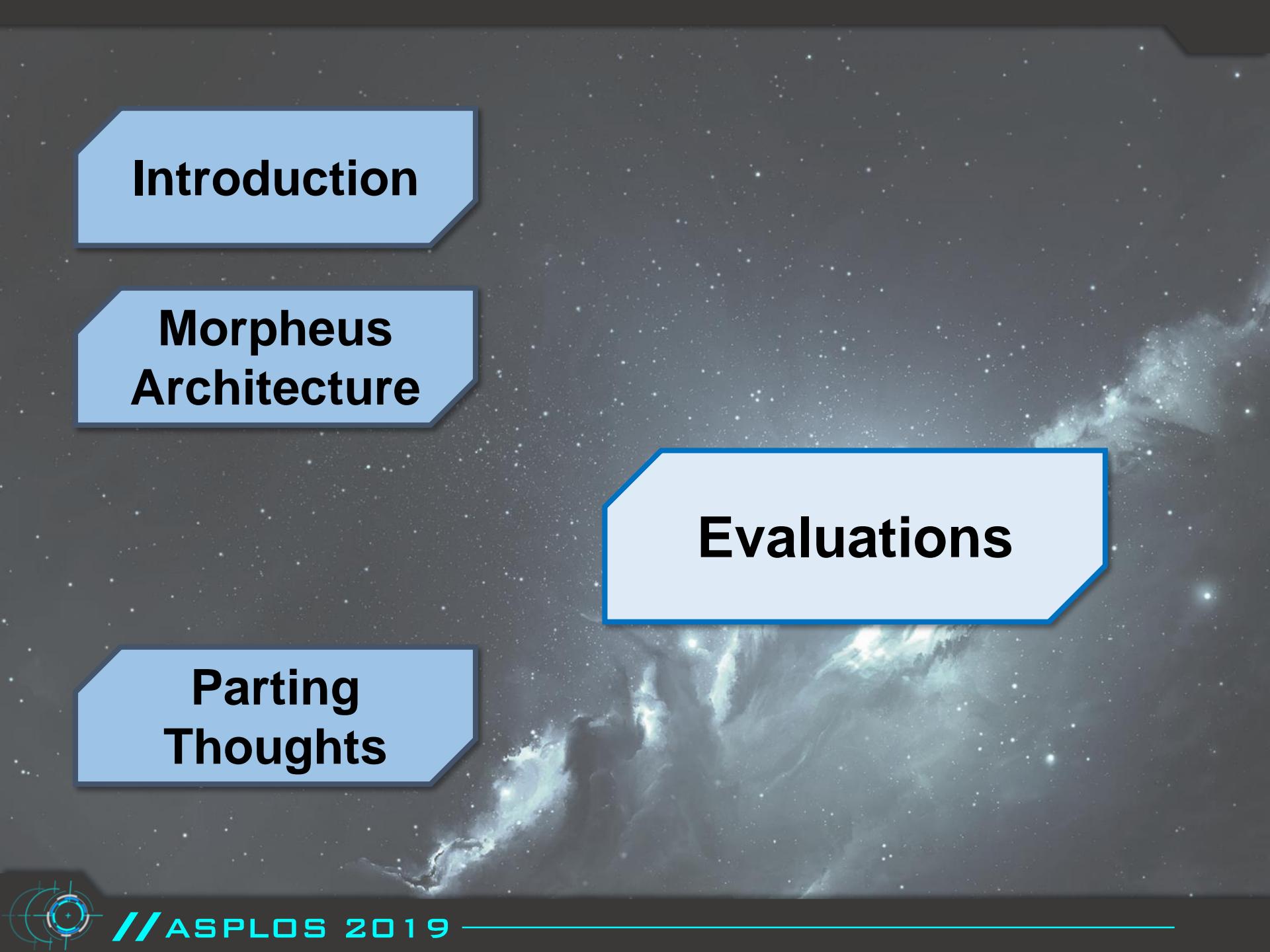
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**Parting
Thoughts**



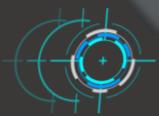


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Evaluation Framework

- gem5 + DRAMSim2
 - RISC-V – RV64IMA ISA
 - Implements churn unit
 - Simulate tag fetch & Tag\$
- Benchmarks:
 - SPEC 2006, INT+FP, C-only
 - Subset of MiBench



| Core Type | MinorCPU (InO) |
|------------|----------------|
| CPU Freq. | 2.5GHz |
| L1 I\$ | 32KB 2-cycle |
| L1 D\$ | 32KB 2-cycle |
| L2 Unified | 256KB 20-cycle |
| Tag Cache | 4KB |

Security in Morpheus

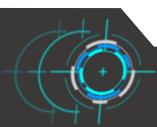
How long to penetrate Morpheus defenses?

- Difficult to attack a system that is
 - Constantly changing
 - Has high entropy
- Approach: Attack a *weaker* Morpheus



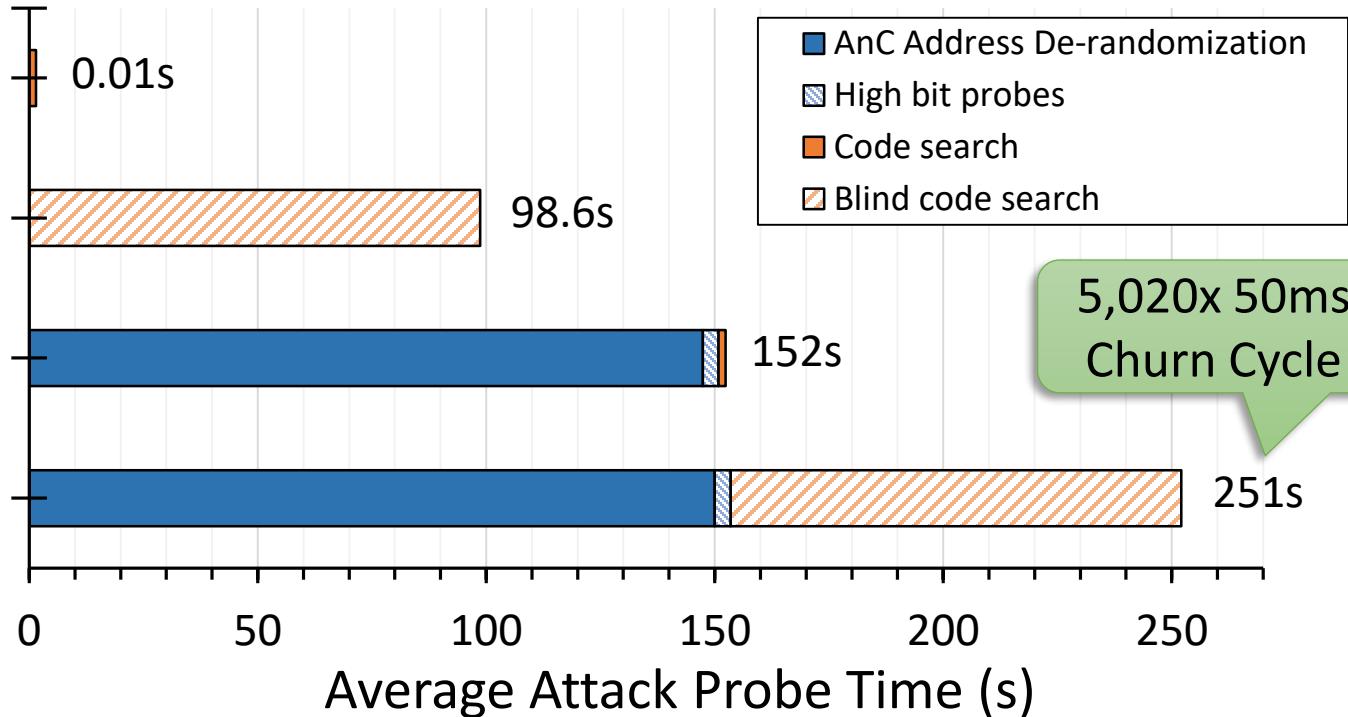
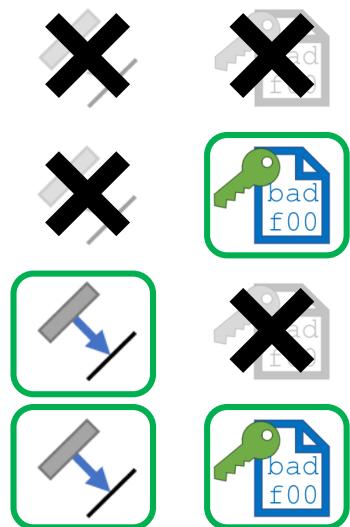
De-featured Morpheus

Churn Disabled
Shared Key for Defenses



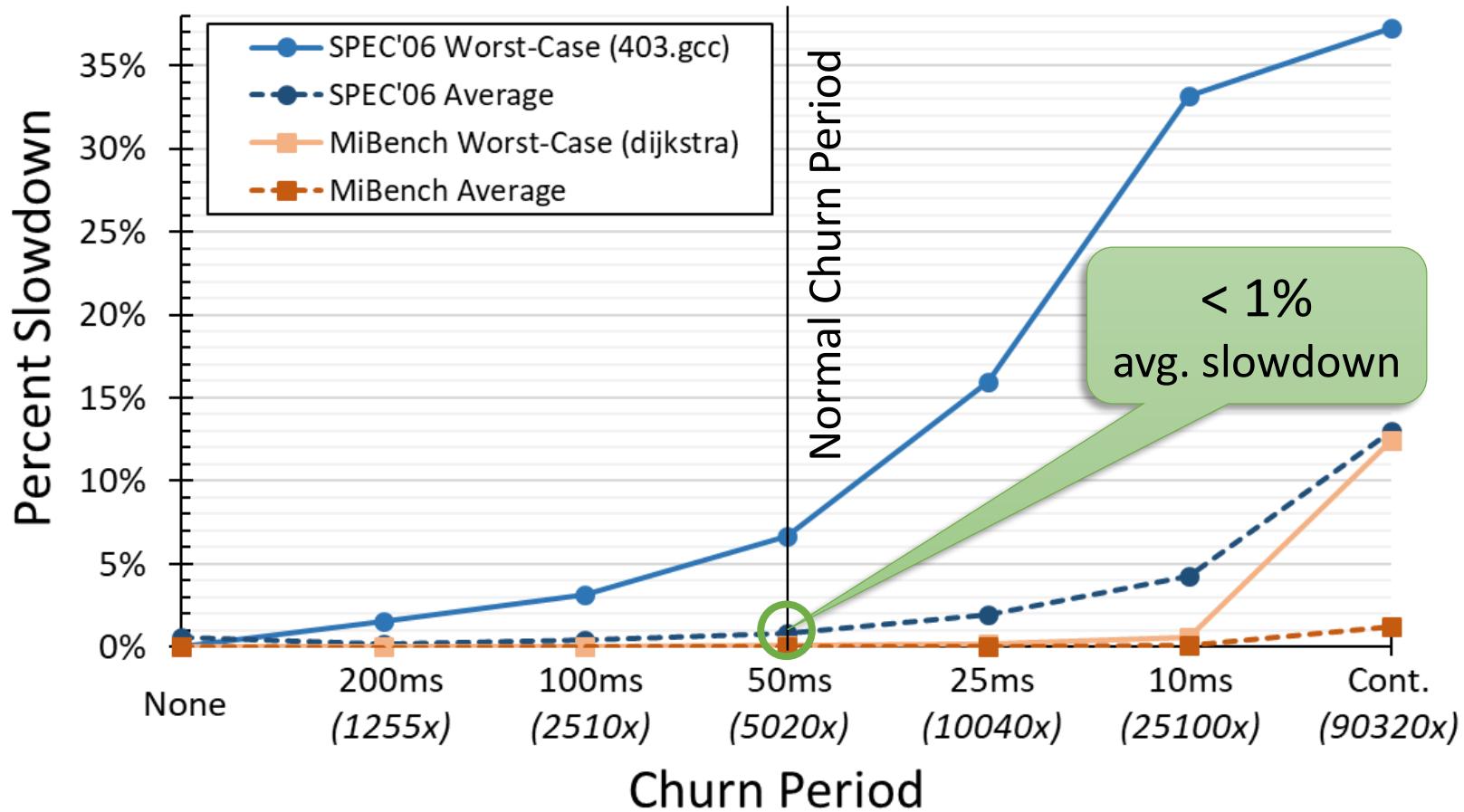
Attacking a Weakened Morpheus

Defenses Enabled



251s to penetrate a Morpheus system with
high entropy & no churn!

Effects of Churn Period

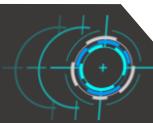


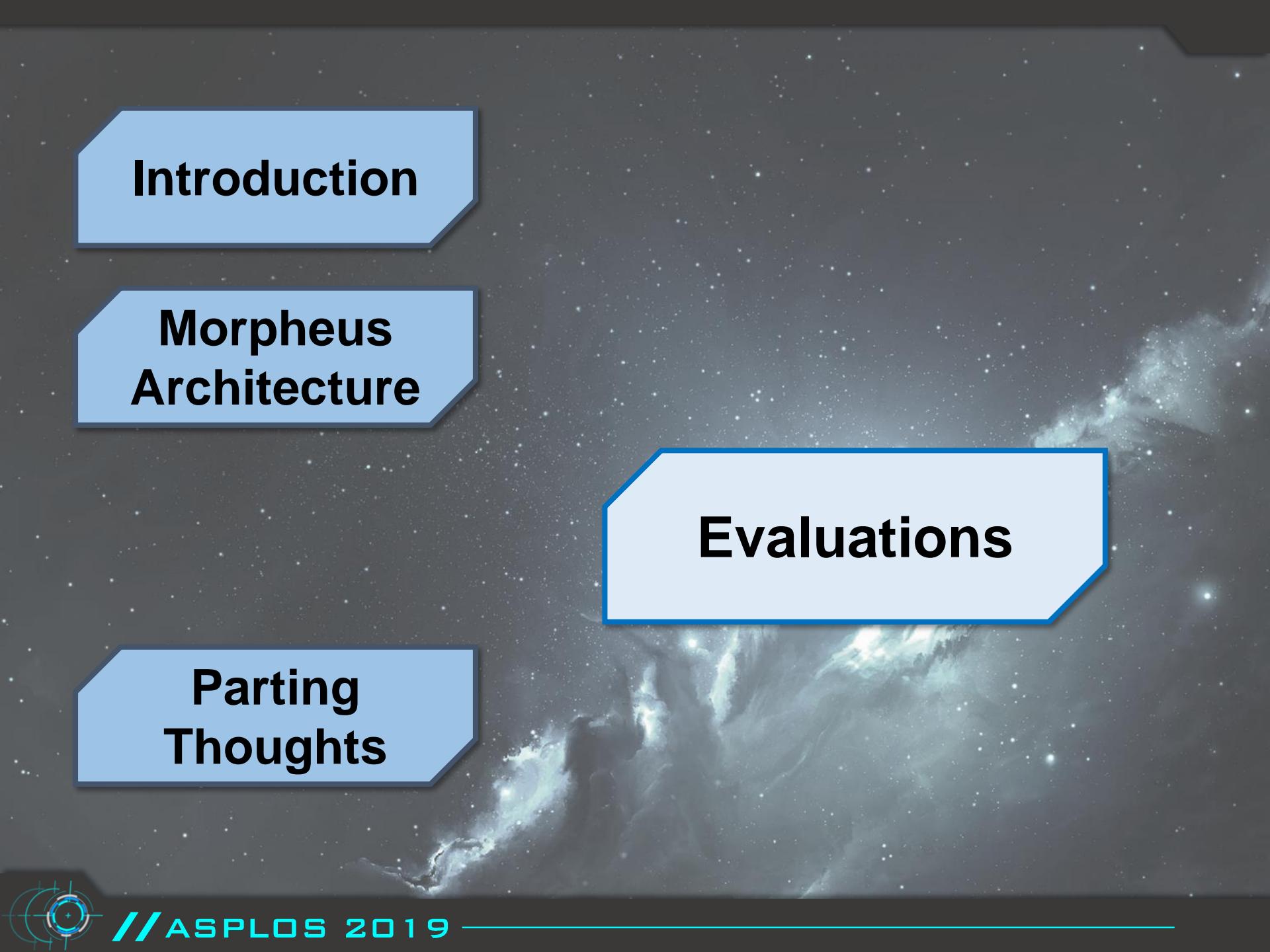
Evaluation Summary

Keys change 5020x faster than time-to-penetrate with advanced probes

Low performance impact (<1%) on system

With network latencies of ~1ms/36miles, churn invalidates information before attackers can use it



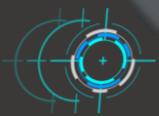


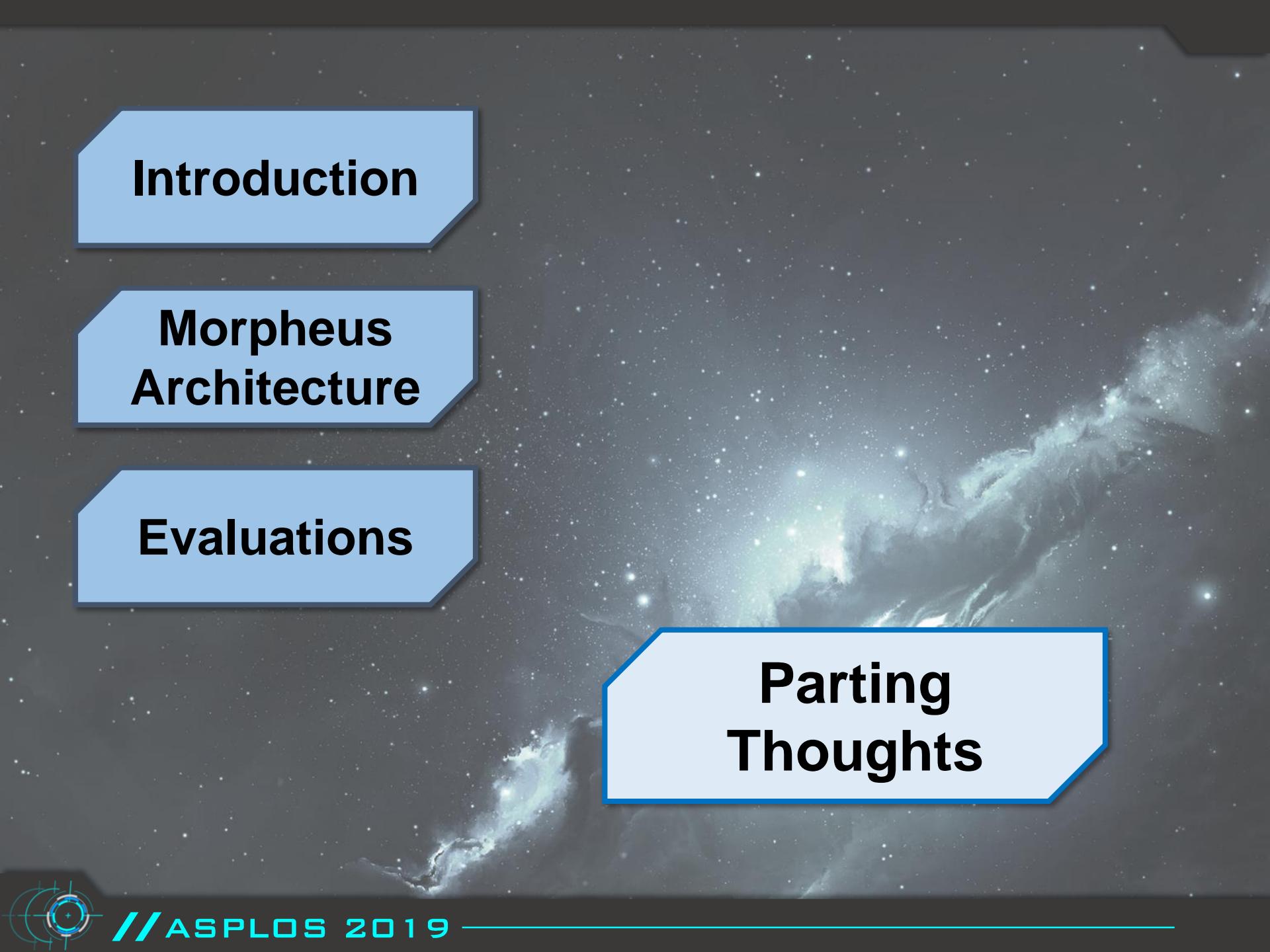
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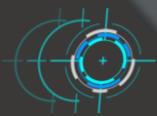
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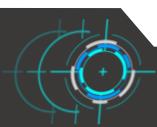


**Parting
Thoughts**



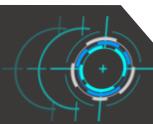
Limit Future Work oheus

- Relative Address Attacks
 - Distance between code & data churns
 - Distance *within* segments is preserved
 - Reliance on Tagged Memory
 - Enables powerful EMTDs + Churn
 - Attacks missed by tag-checks are mitigated by EMTDs
 - Additional complexity of tagging
- Churn relative distance
- Support churn without tags

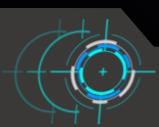


Conclusions

- EMTDs + Churn provide vulnerability tolerance
 - Attackers exploit vulnerabilities & information assets
 - EMTDs protect assets by churning them to stop derandomization
- Morpheus shows that with H/W support, we achieve:
 - High entropy defenses
 - High durability with churn
 - Low performance overhead (<1%)
- Future directions of EMTDs + Churn
 - Achieve stronger control-flow protections
 - Hinder side-channels
 - Create additional ensemble defenses



MORPHEUS

The logo for Morpheus features the word "MORPHEUS" in a bold, white, sans-serif font. A horizontal line extends from the left side of the letter "M" to the right side of the letter "S". To the right of the text is a circular emblem consisting of concentric rings. The innermost ring is light blue with a small white plus sign at the top. The middle ring is grey with a white minus sign at the top. The outermost ring is light blue with a white asterisk (*) at the top. Three thin blue lines extend from the center of the emblem towards the top right corner of the slide. The background is a dark, star-filled space with glowing blue nebulae and energy fields.

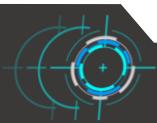
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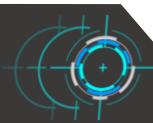
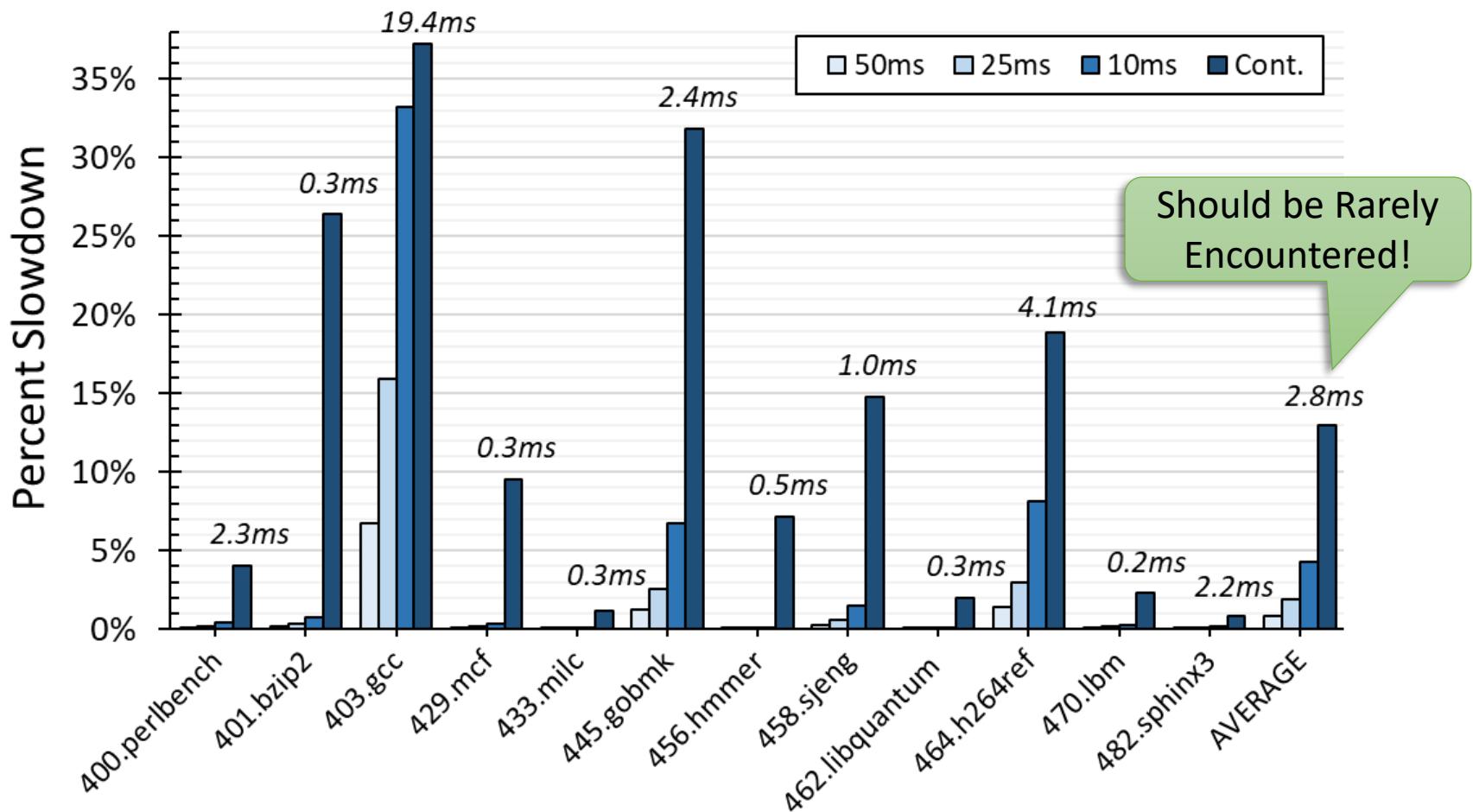


// BACKUP

Beep Beep

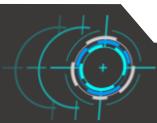


SPEC 2006 Detail



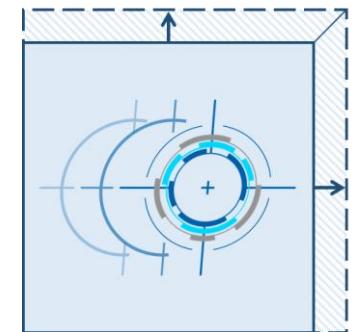
Penetration Testing

- RIPE testing suite
 - Used a subset of attacks ported to RISC-V
 - Code injection
 - Code is encrypted → injected code is invalid
 - Code reuse (ROP)
 - Locations shifted → injected return addresses invalid
- Back-Call-Site Attack (breaks Active-Set CFI)



Hardware Area Estimate

- [Not in paper]
- Baseline: SiFive U54 - 28nm estimate
 - CACTI 7 for cache sizes
 - QARMA estimated from original work
 - Churn Support → smaller 64-bit core from SiFive



| | SiFive U54-MC | Morpheus | |
|-----------------|-----------------------------|-----------------------------|--------------|
| U54 w/ Caches | 2.249 mm ² | 2.249 mm ² | - |
| + Tagged Memory | - | 0.084 mm ² | 3.74% |
| + QARMA | - | 0.044 mm ² | 1.96% |
| + Churn Support | - | 0.082 mm ² | 3.65% |
| Total | 2.249 mm² | 2.459 mm² | 9.34% |

Full μArch

