



Zero-Overhead Resilient Operation Under Pointer Integrity Attacks

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Inefficient security inconveniences the user



Most end users want security,
but do not want the inconvenience of having it.



Inefficient security inconveniences the user



Slow Performance

User want a snappy experience and security tends to detract from it.

Inefficient security inconveniences the user



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Energy Drain

Inefficient protections drain precious resources such as battery.

Inefficient security inconveniences the user



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Energy Drain

Inefficient protections drain precious resources such as battery.



System Stability

Users can't be bothered with updates and patches.



Inefficient security inconveniences the user



Slow Performance

User want a snappy experience and security tends to detract from it.



Energy Drain

Inefficient protections drain precious resources such as battery.



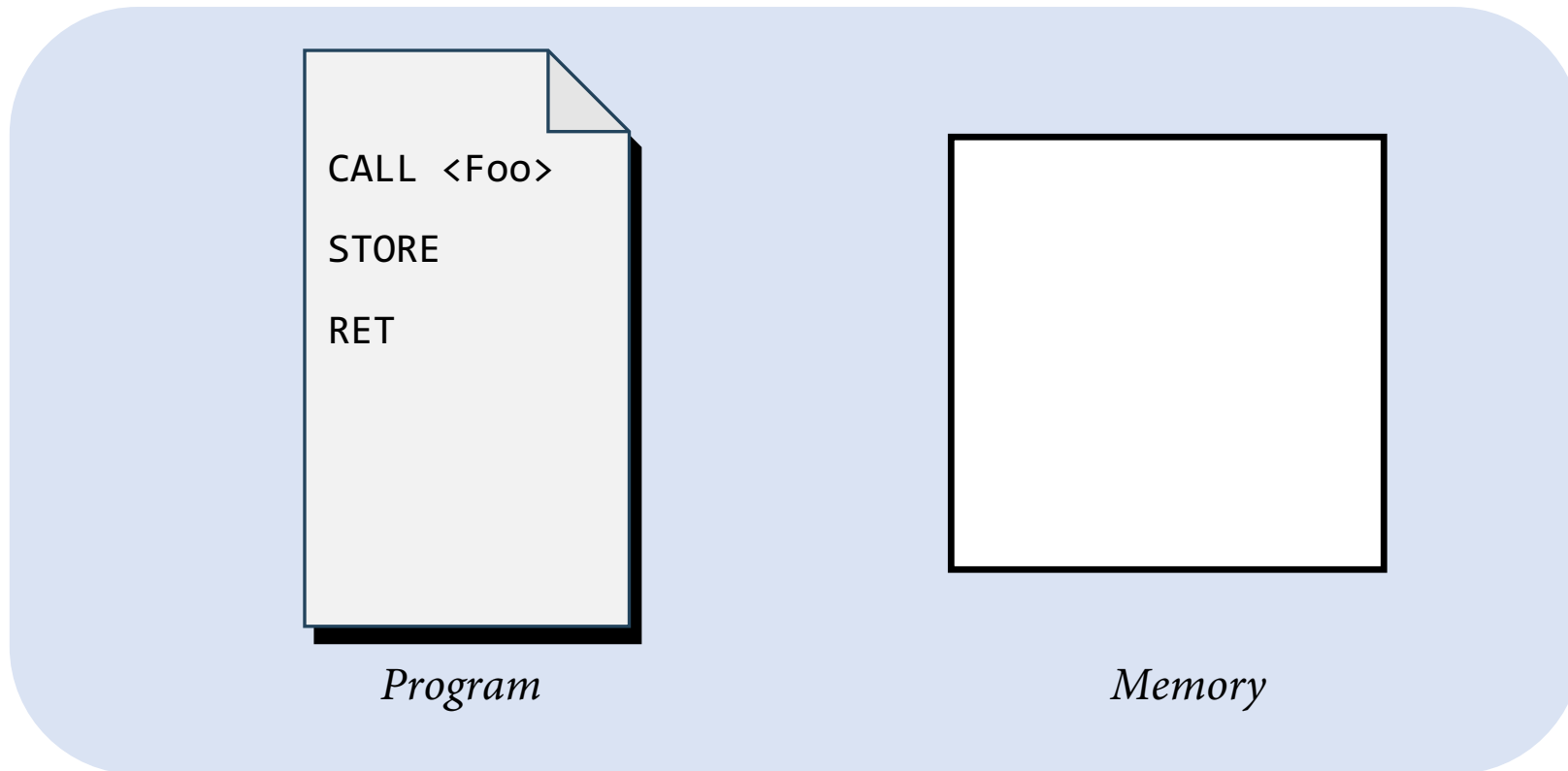
System Stability

Users can't be bothered with updates and patches.

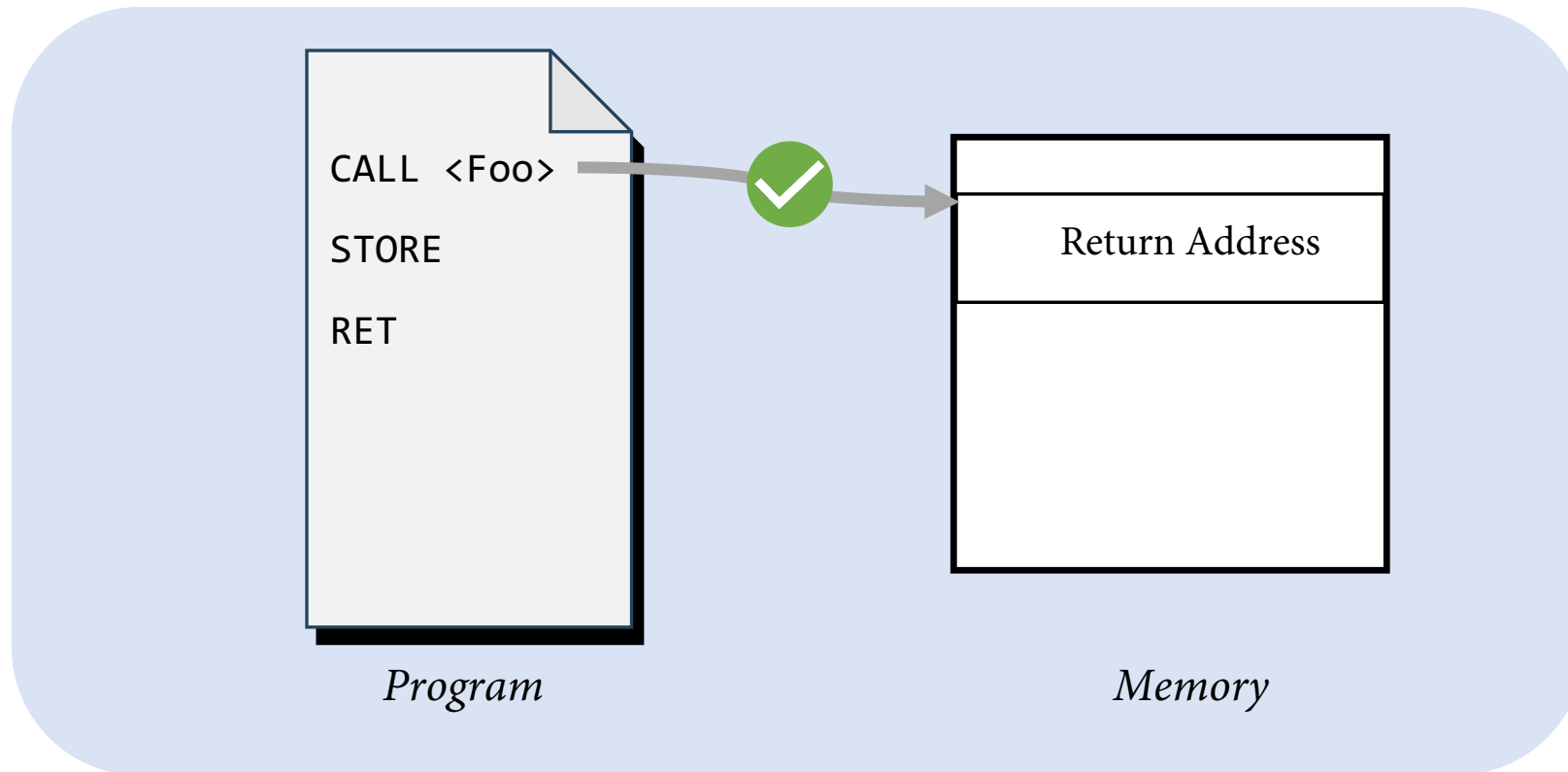


ZeRØ

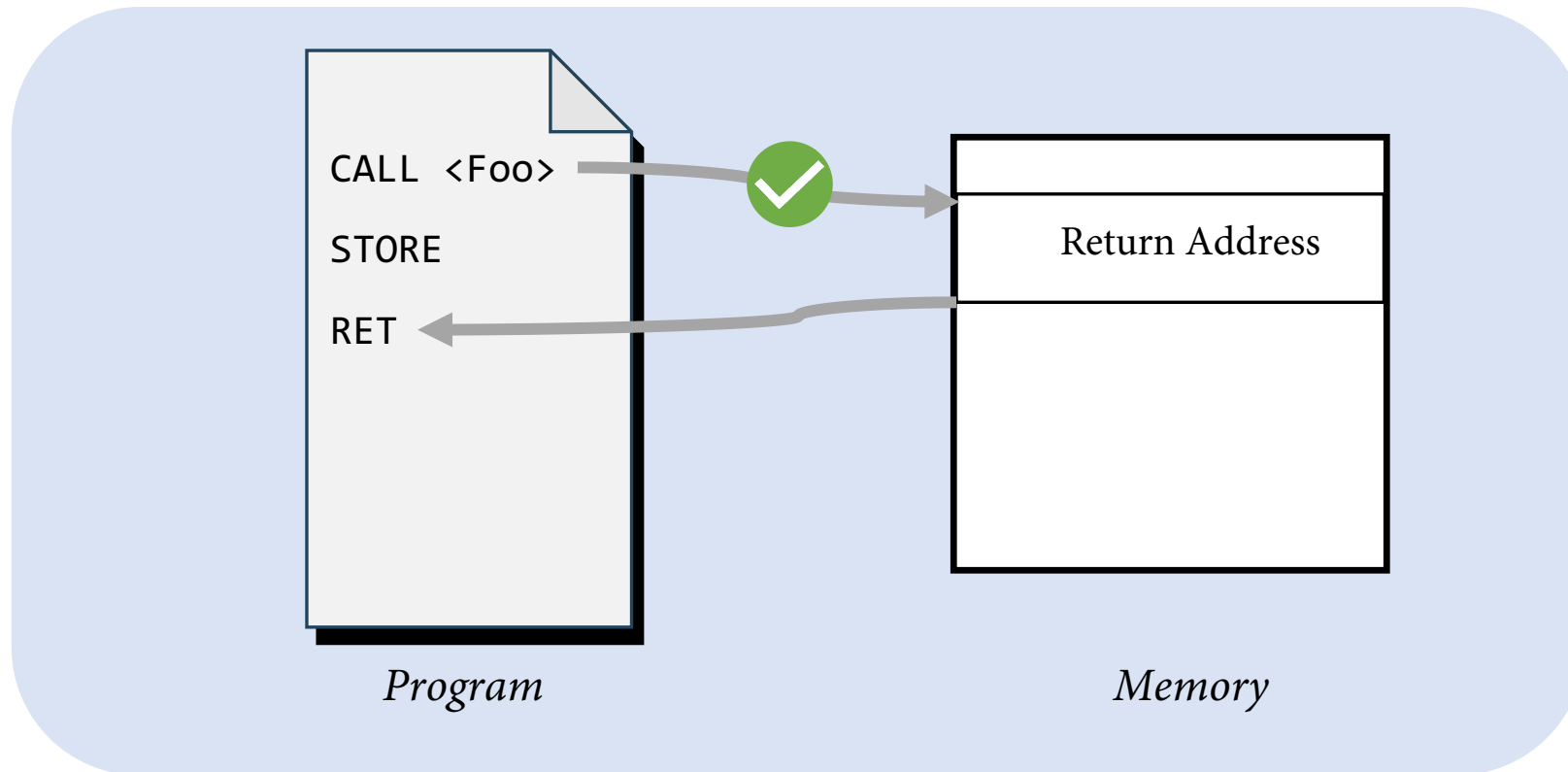
Return Address Protection



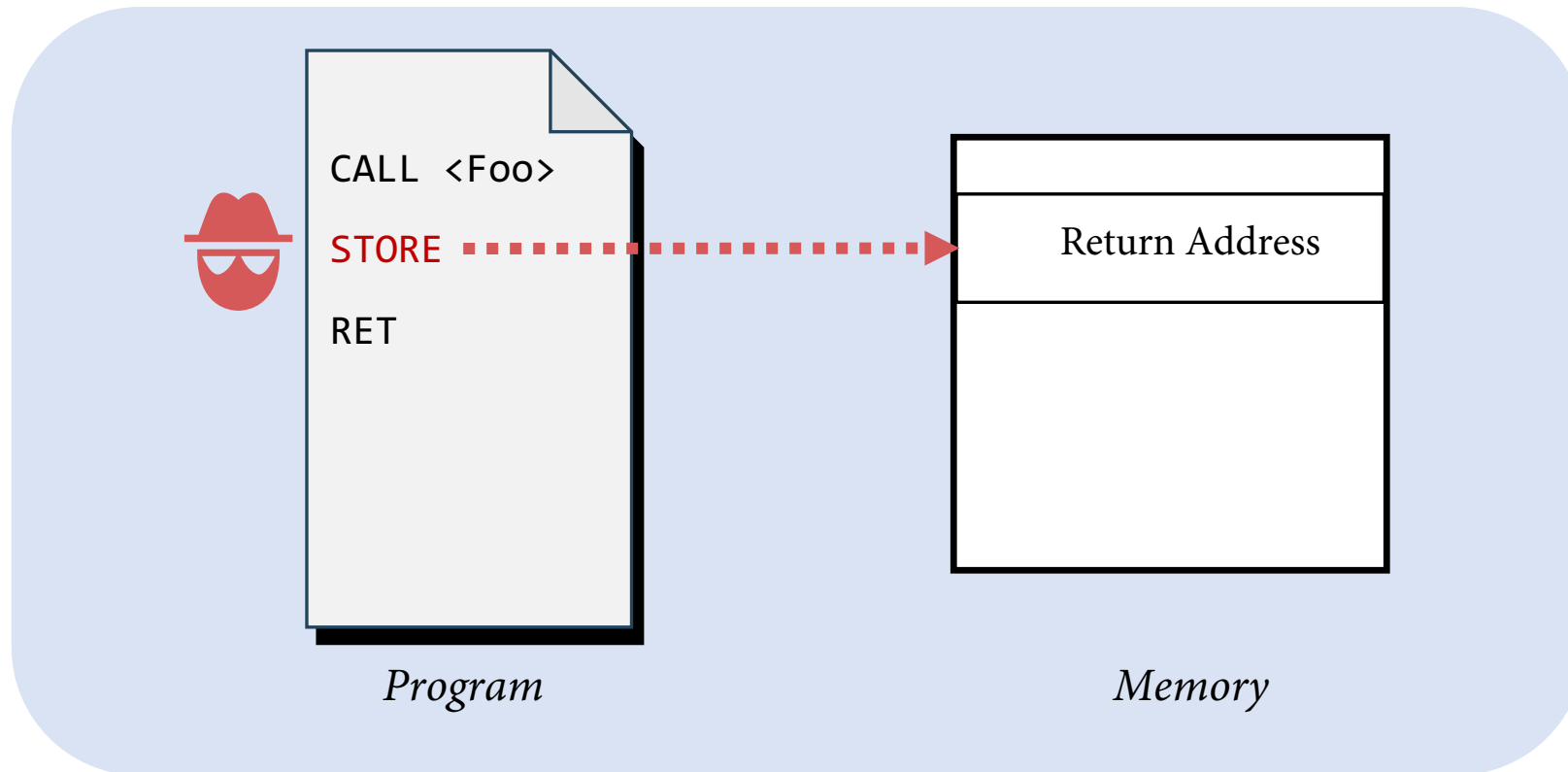
Return Address Protection



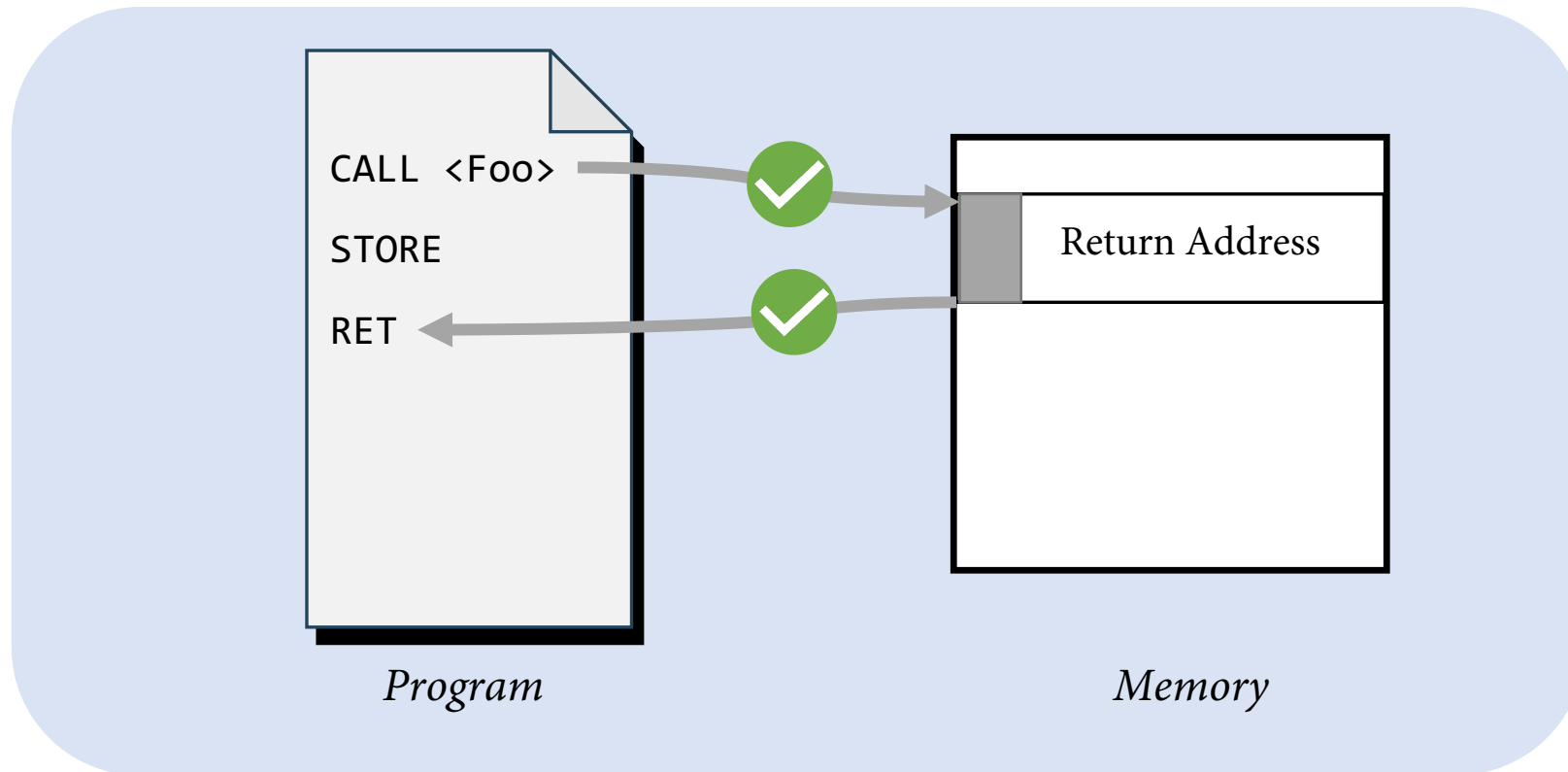
Return Address Protection



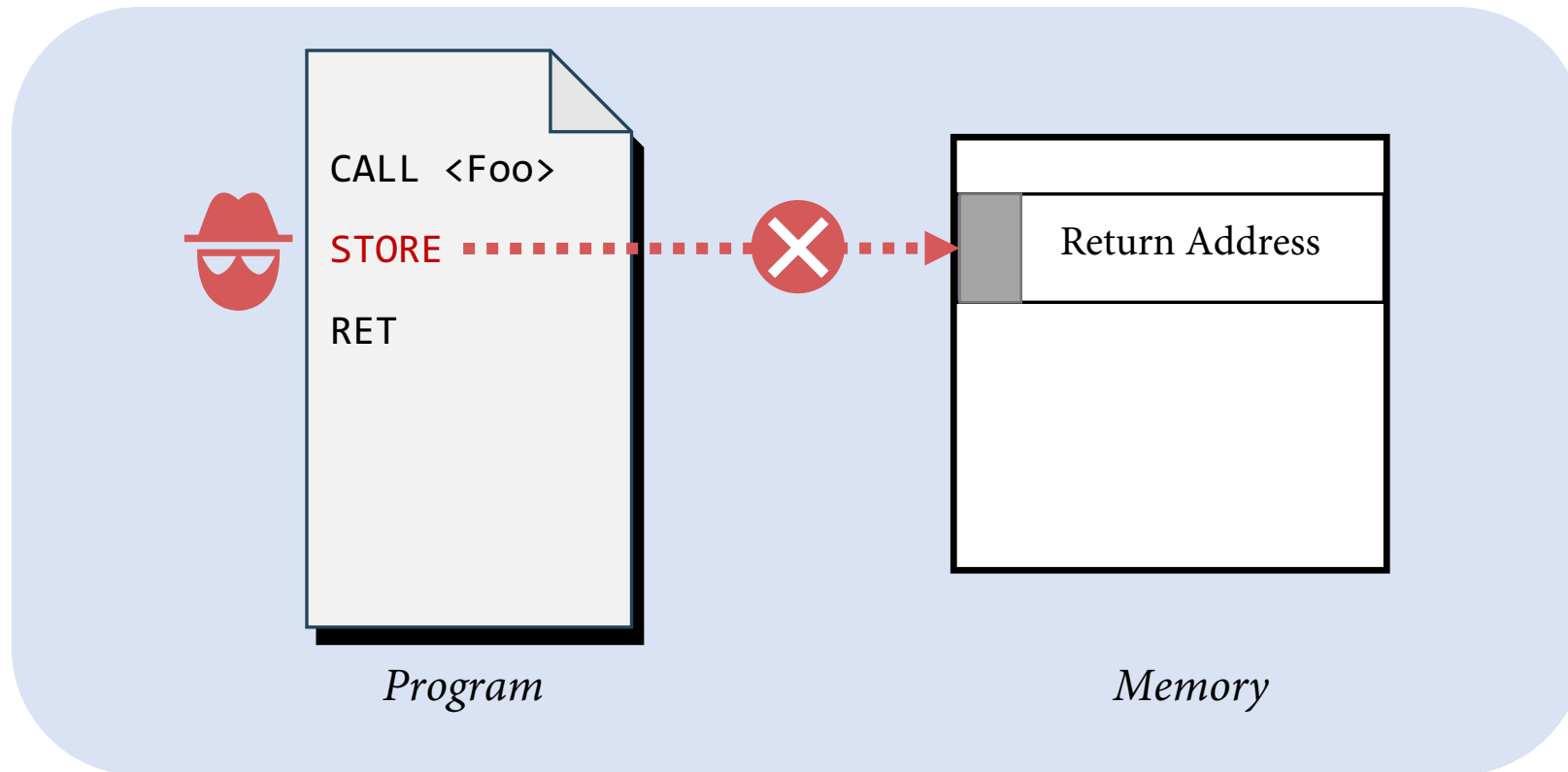
Return Address Protection



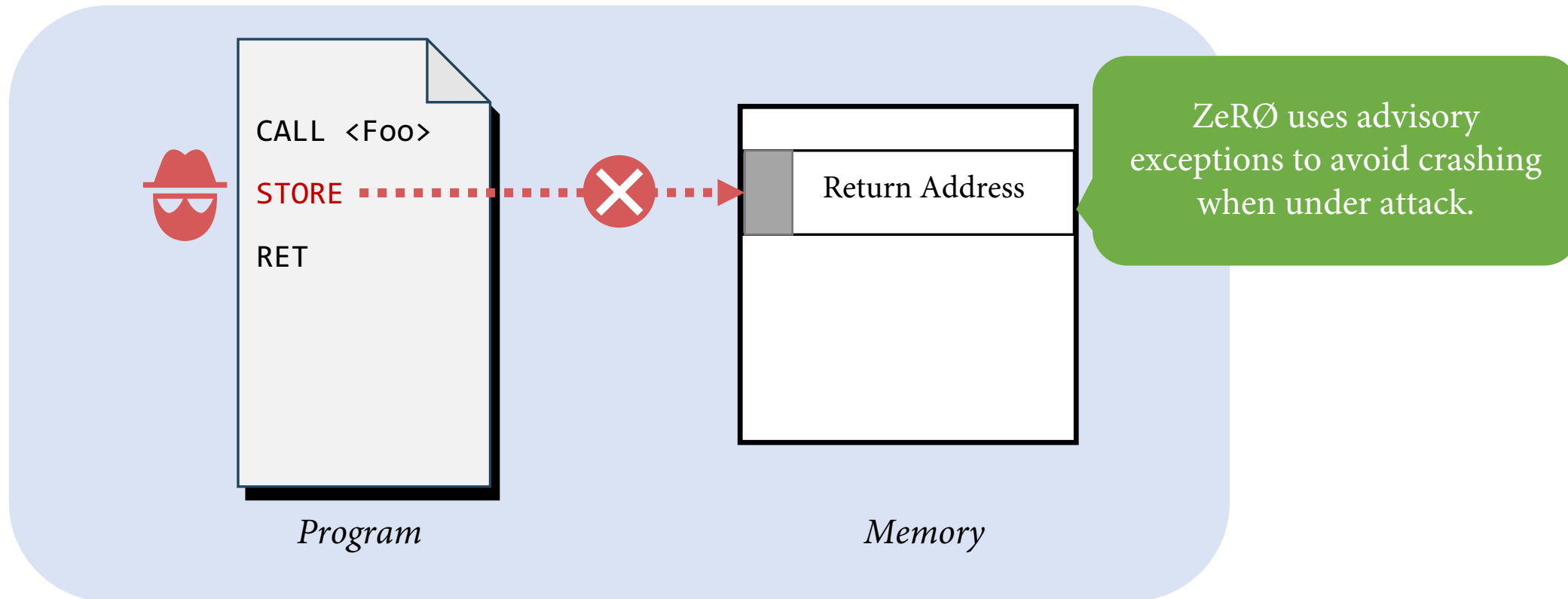
Return Address Protection



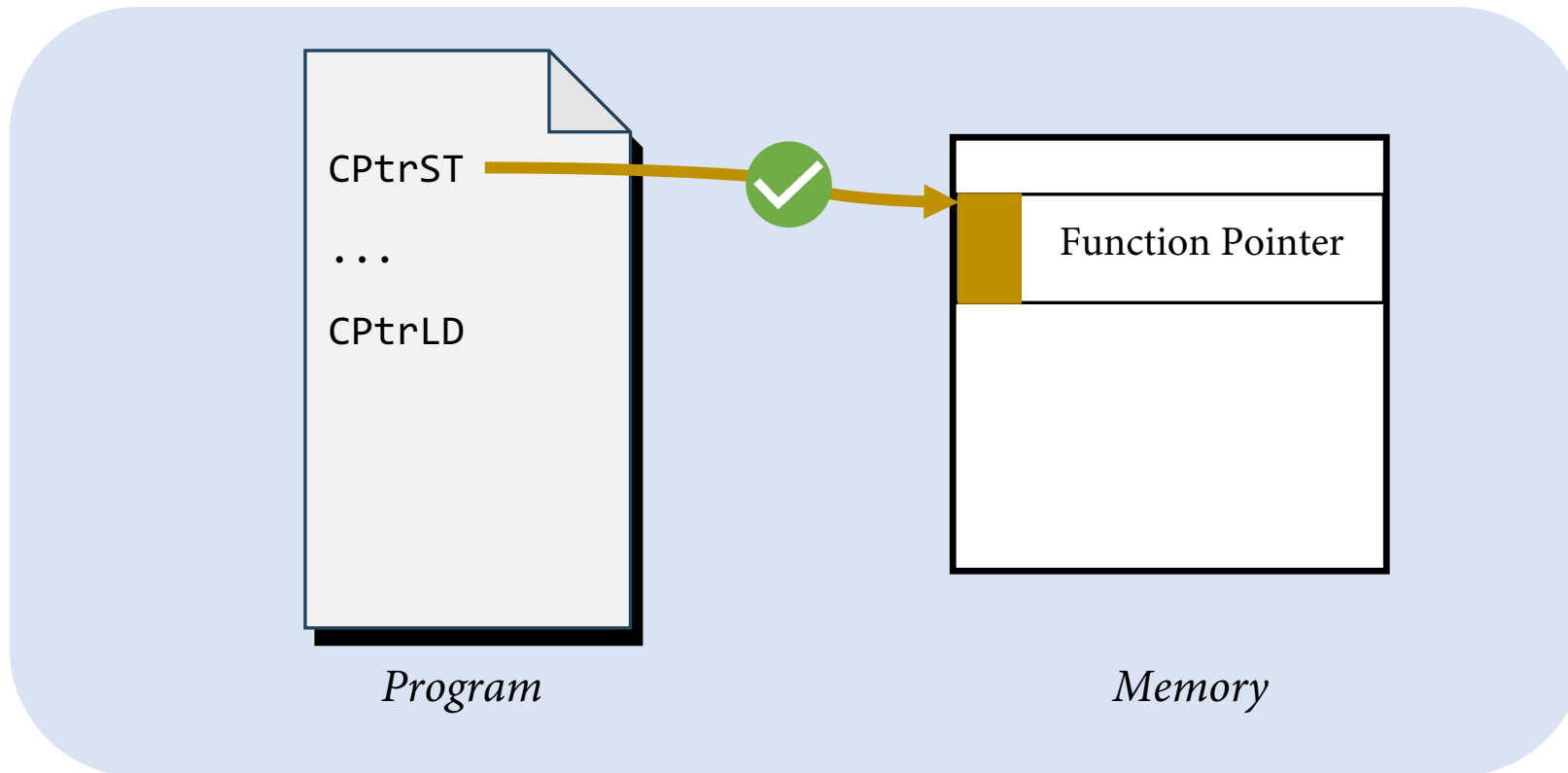
Return Address Protection



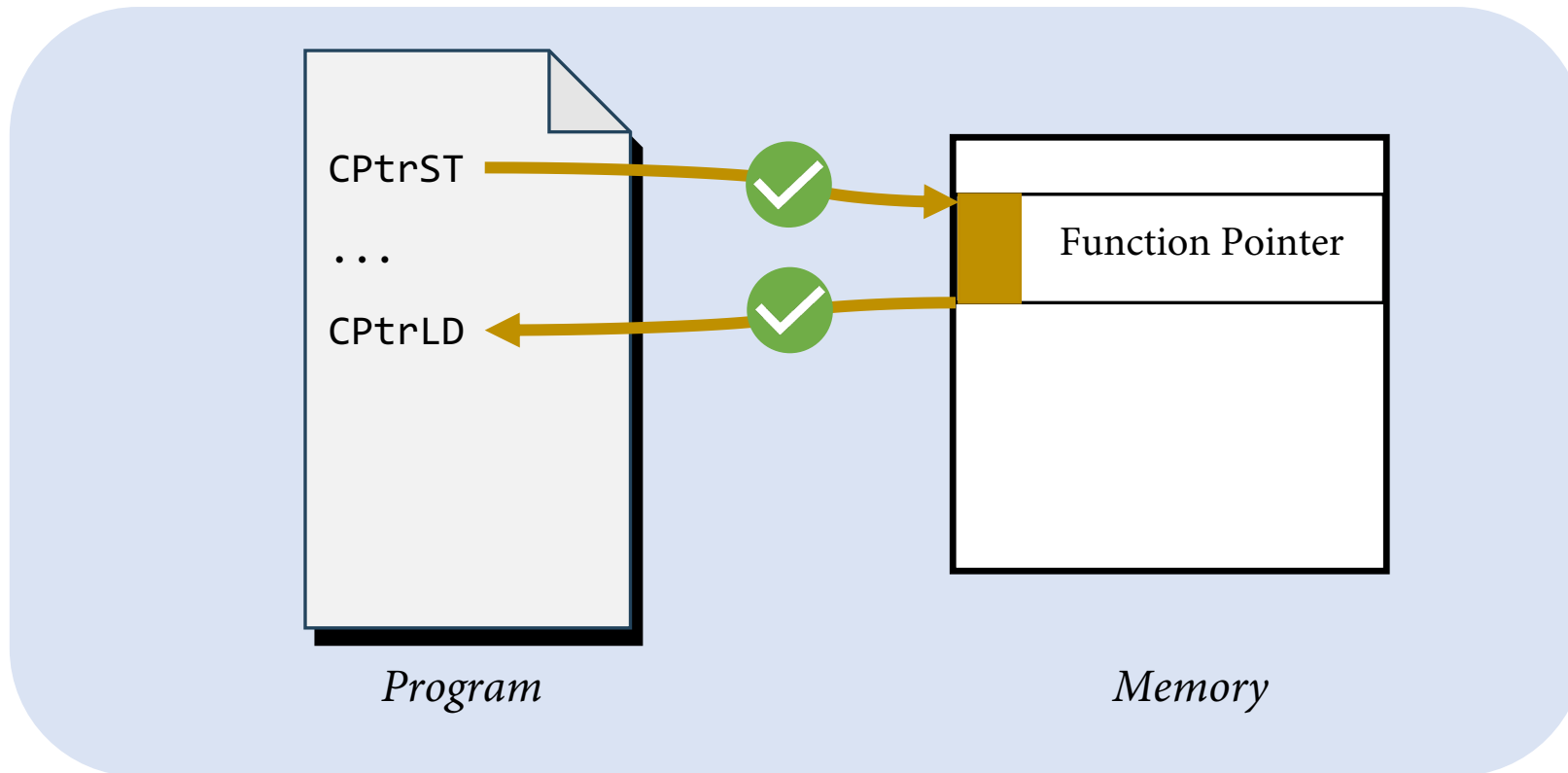
Return Address Protection



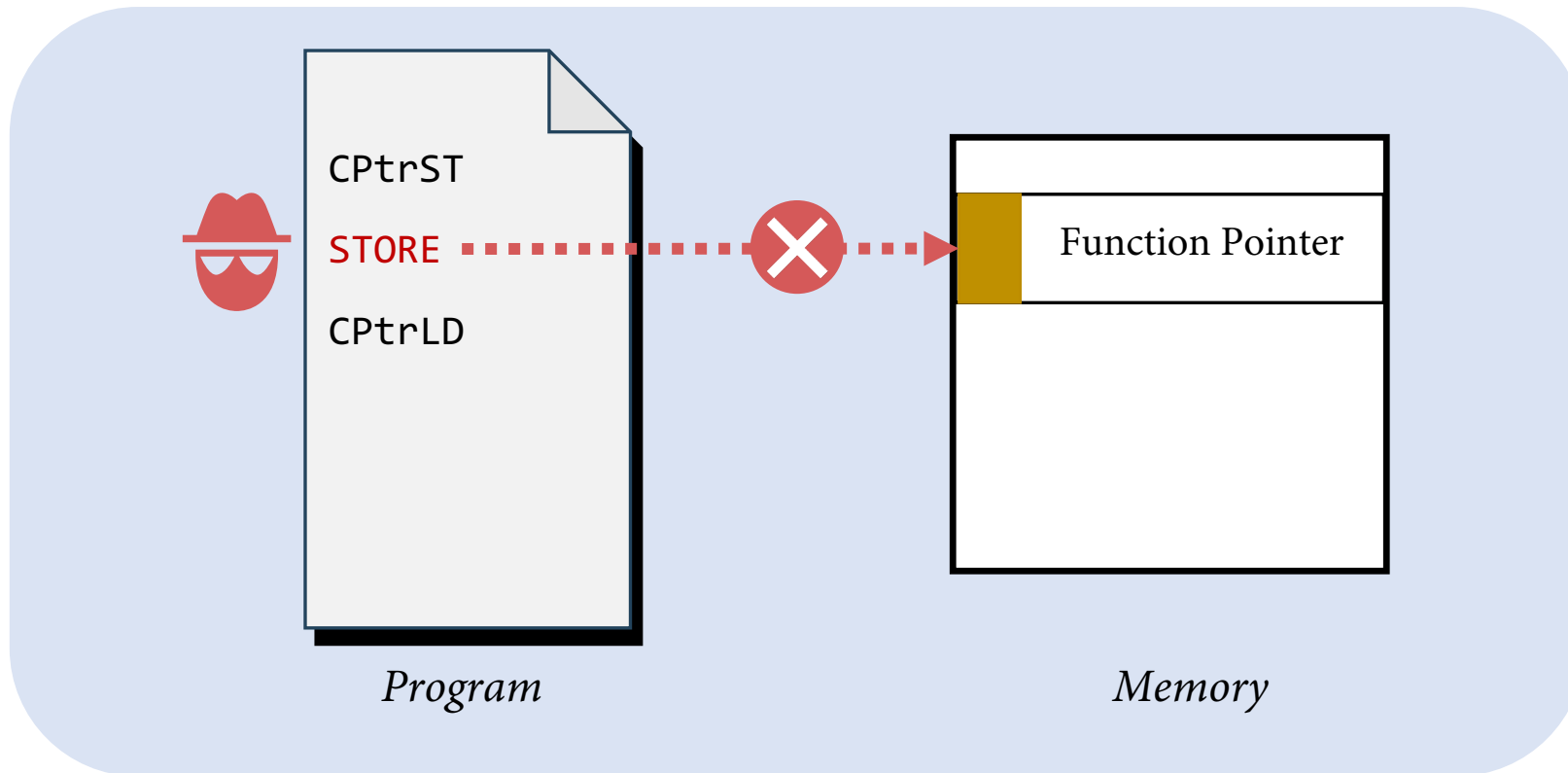
Code Pointer Integrity



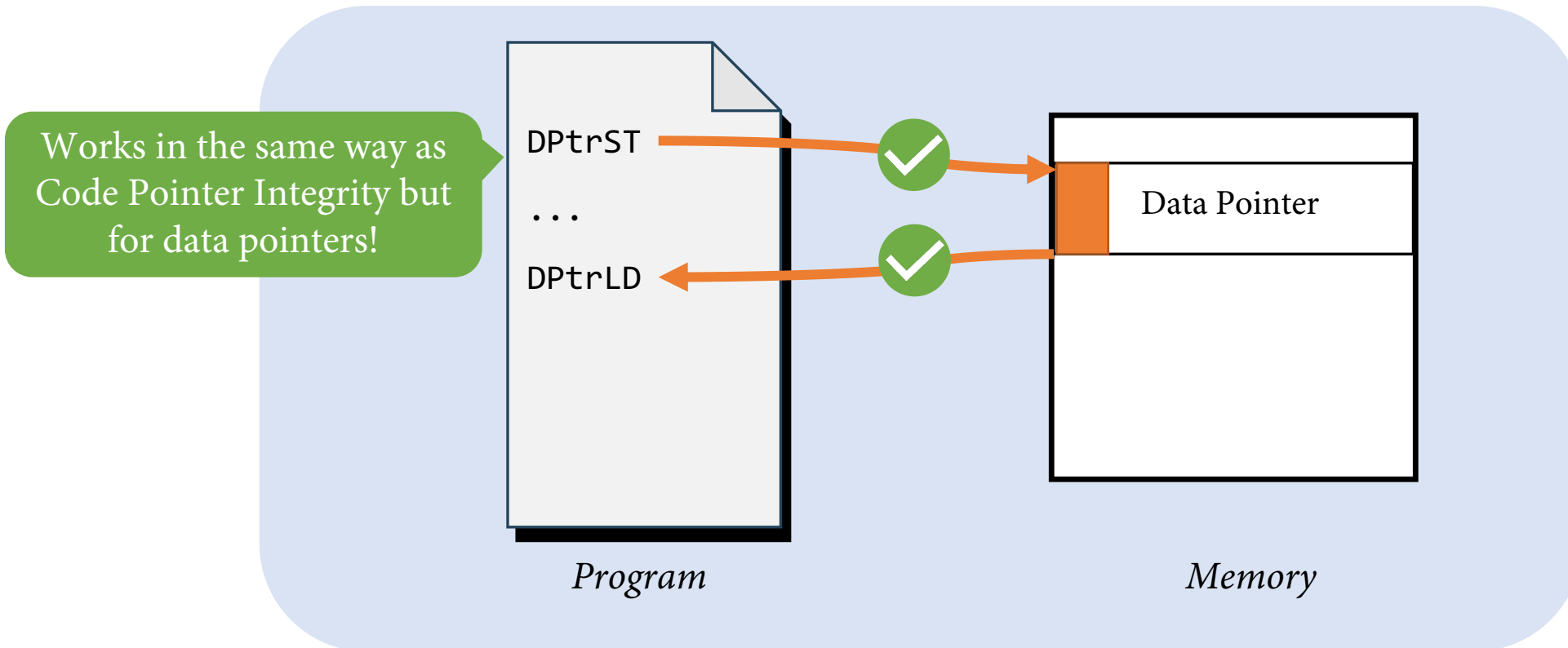
Code Pointer Integrity



Code Pointer Integrity



Data Pointer Integrity





ISA Extensions

ZeRØ ISA Extensions

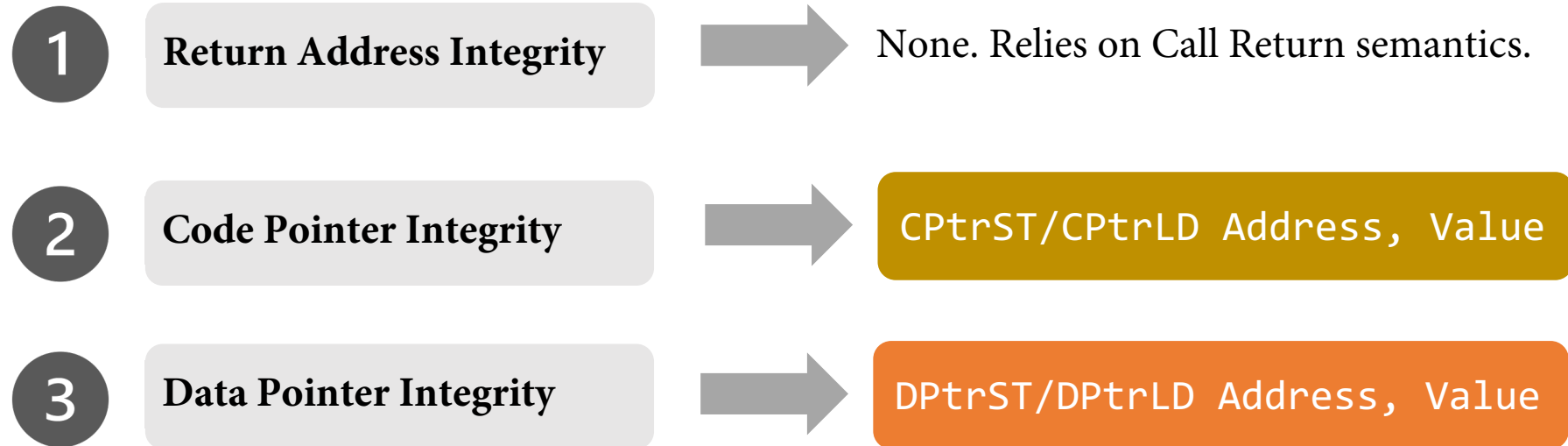
1

Return Address Integrity

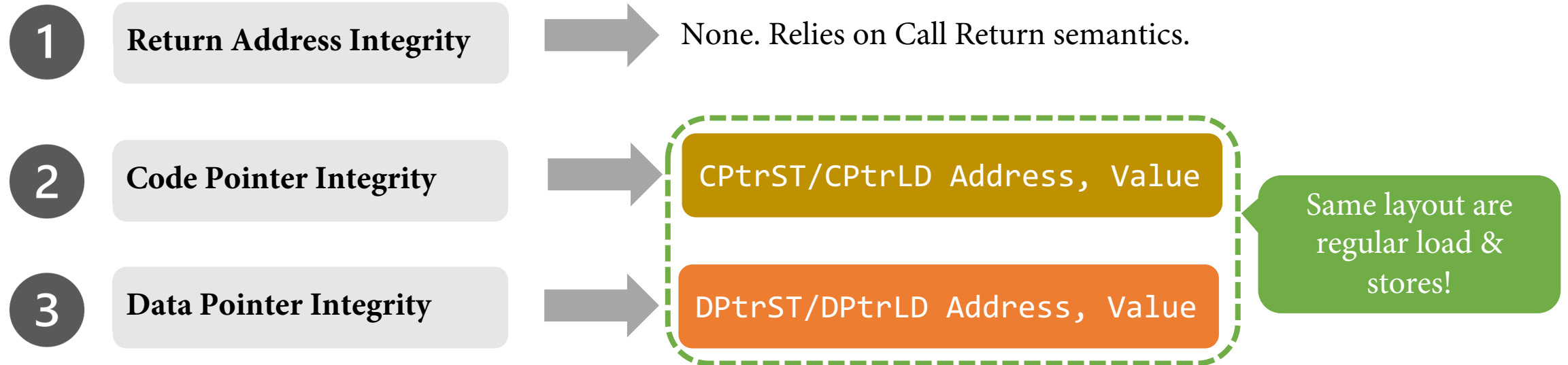


None. Relies on Call Return semantics.

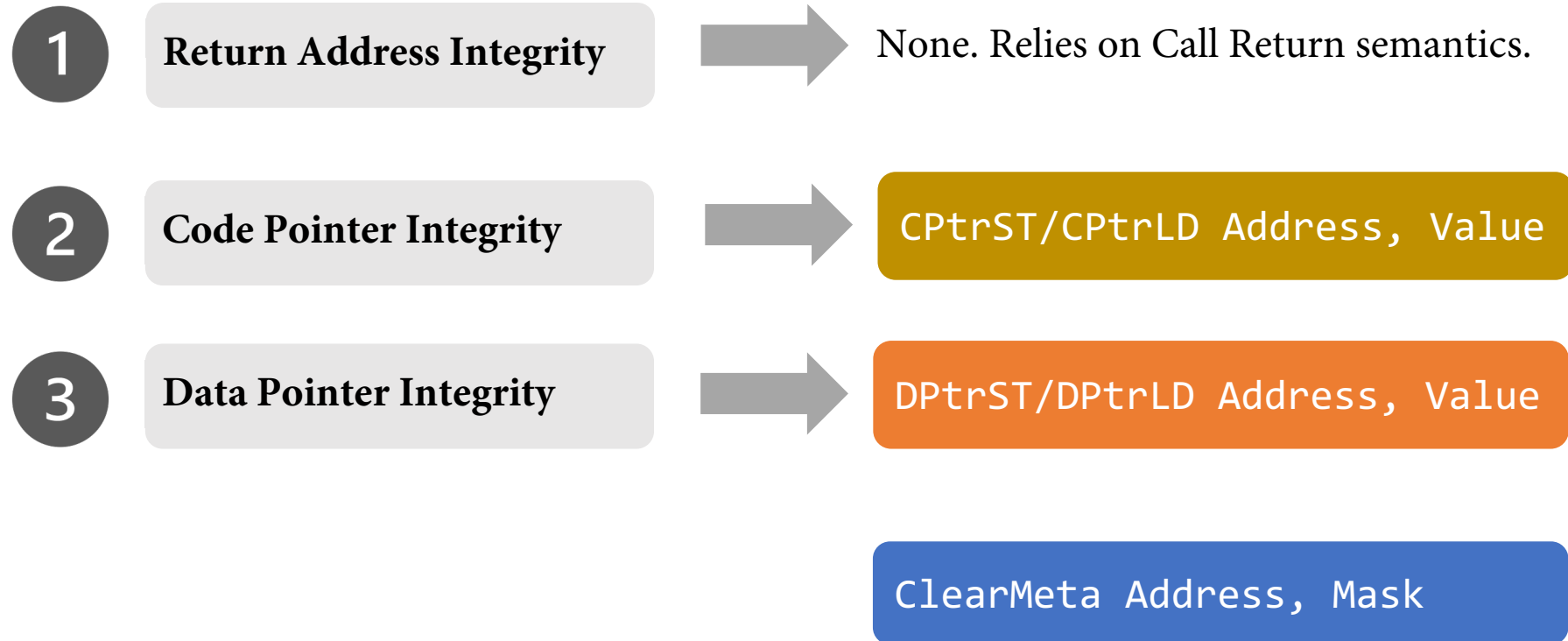
ZeRØ ISA Extensions



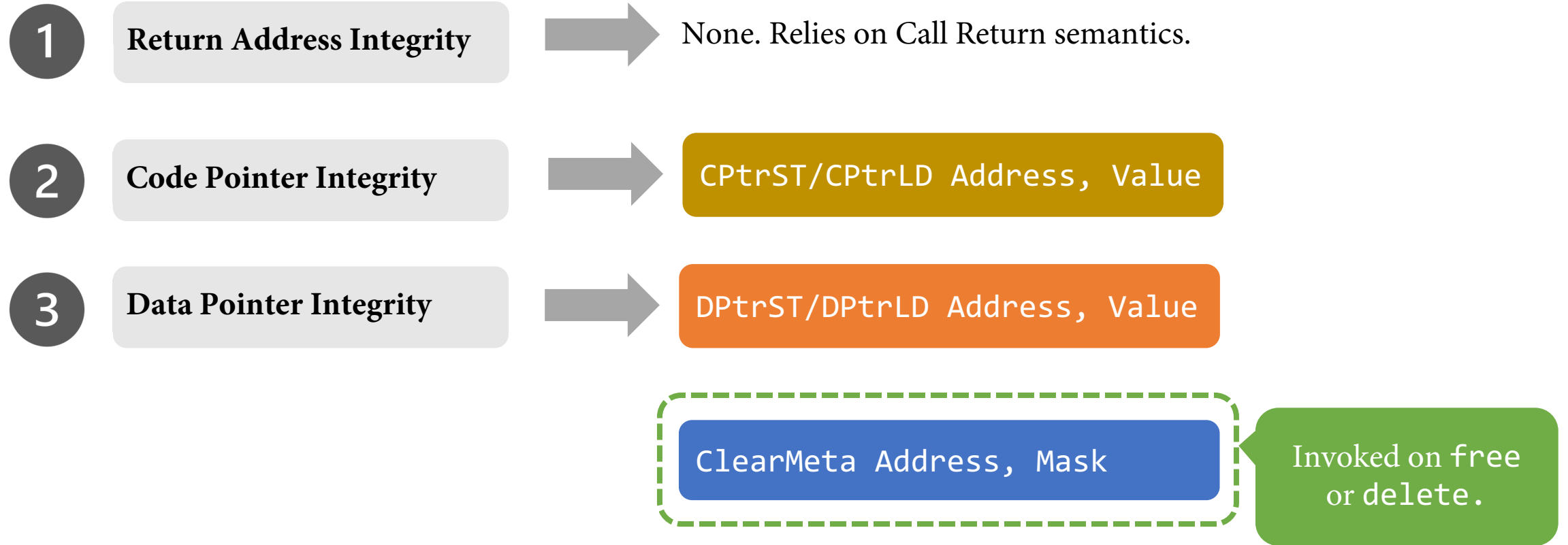
ZeRØ ISA Extensions



ZeRØ ISA Extensions



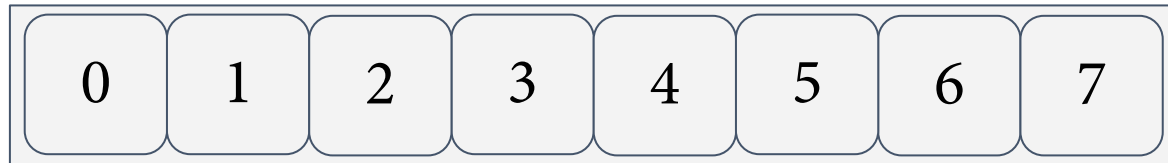
ZeRØ ISA Extensions





Cache Line Formats

Cache Line Formats



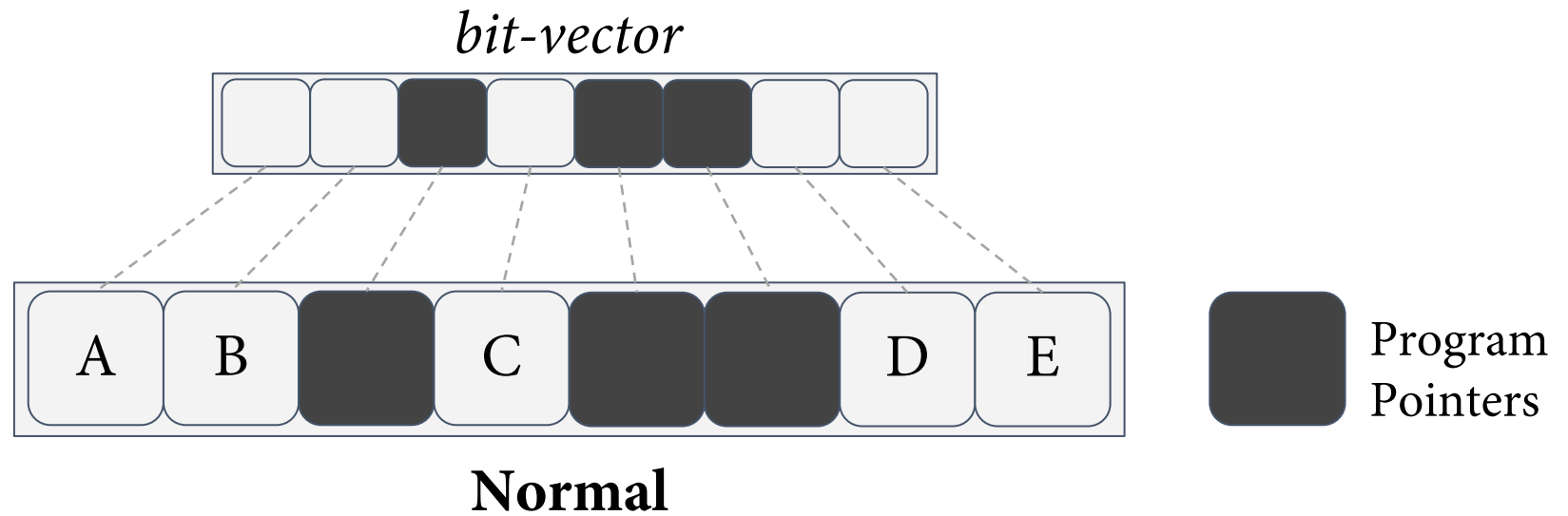
Normal

Cache Line Formats



Normal

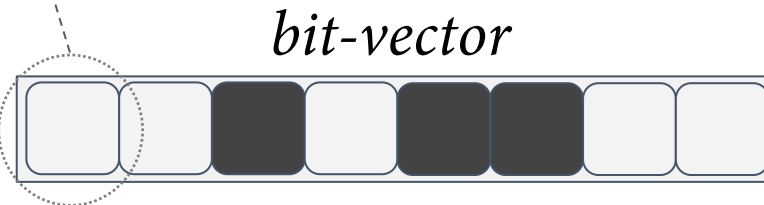
Cache Line Formats



Cache Line Formats

Format Encoding Table

Type	Bits
Return address	01



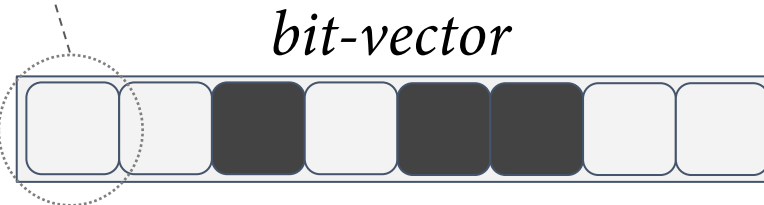
Normal



Cache Line Formats

Format Encoding Table

Type	Bits
Return address	01
Function pointer	10



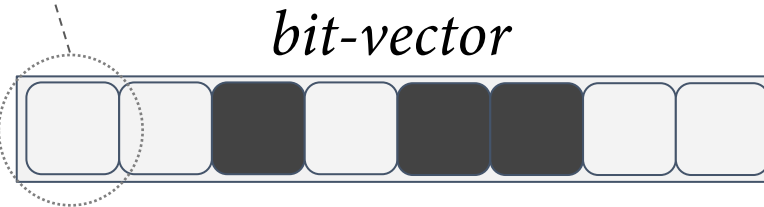
Normal



Cache Line Formats

Format Encoding Table

Type	Bits
Return address	01
Function pointer	10
Data pointer	11



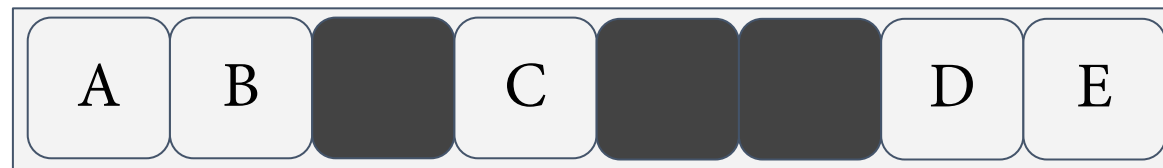
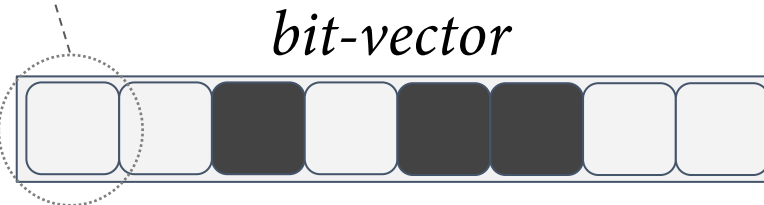
Normal



Cache Line Formats

Format Encoding Table

Type	Bits
Regular data	00
Return address	01
Function pointer	10
Data pointer	11



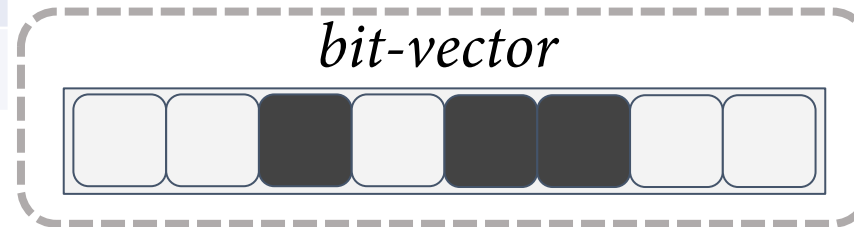
Normal



Cache Line Formats

Format Encoding Table

Type	Bits
Regular data	00
Return address	01
Function pointer	10
Data pointer	11



This introduces a 3.125% area overhead.



Program Pointers

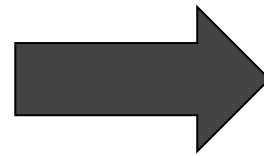
Normal

Cache Line Formats

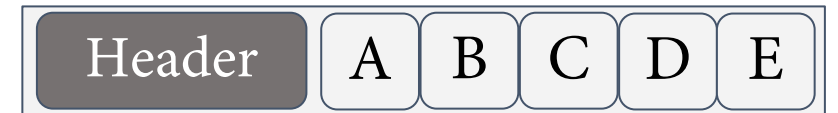
Our Metadata: Encoded within unused pointer bits.

■ Program
■ Pointers

Normal



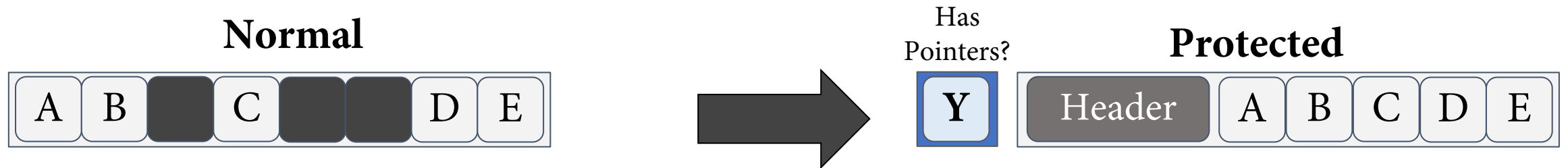
Protected



Cache Line Formats

Our Metadata: Encoded within unused pointer bits.

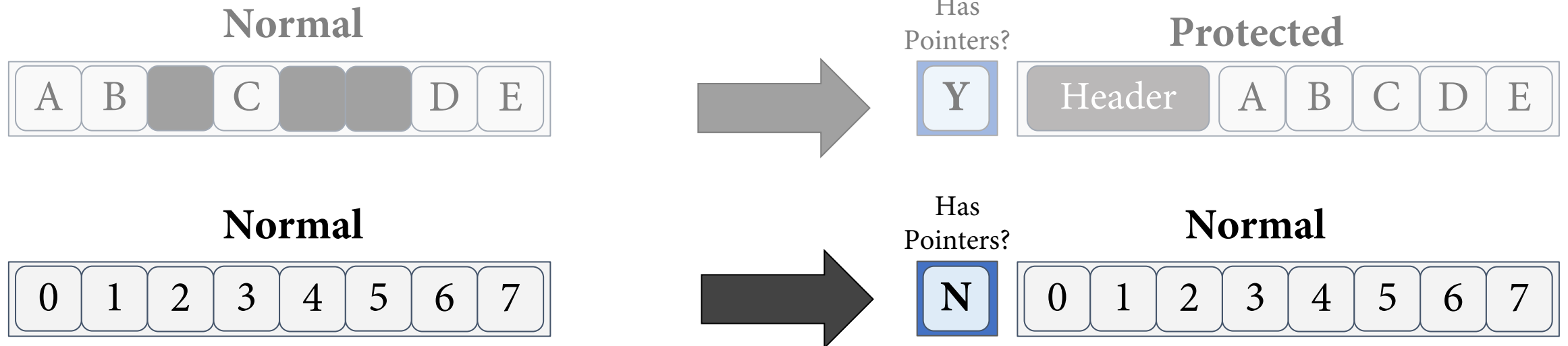
■ Program
■ Pointers



Cache Line Formats

Our Metadata: Encoded within unused pointer bits.

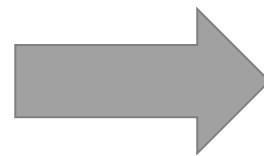
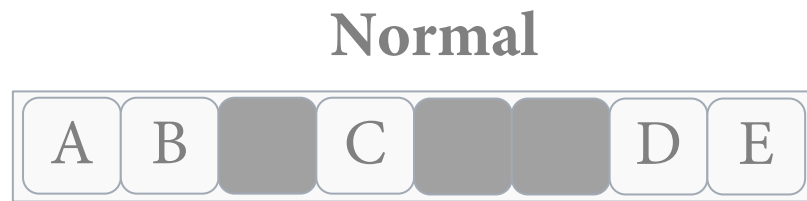
■ Program
■ Pointers



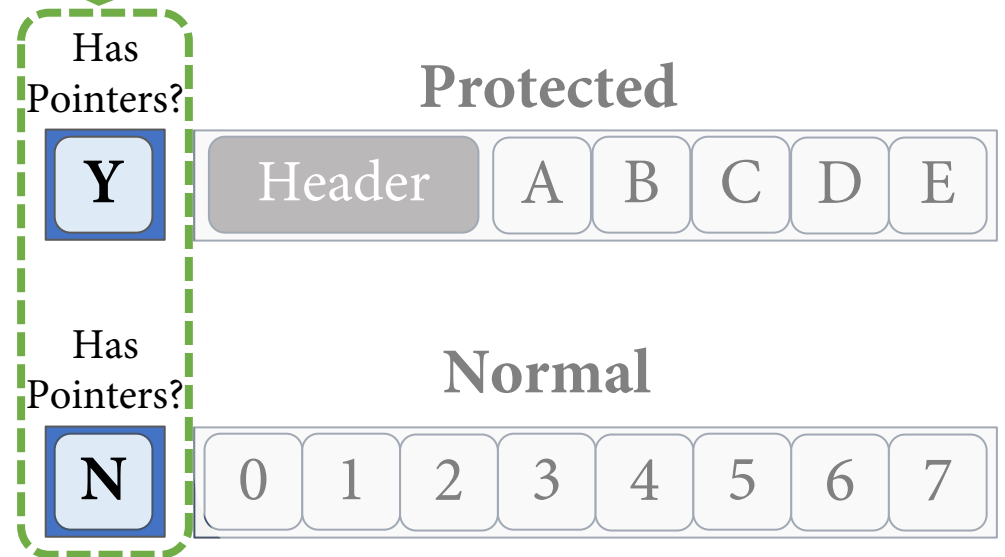
Cache Line Formats

Our Metadata: Encoded within unused pointer bits.

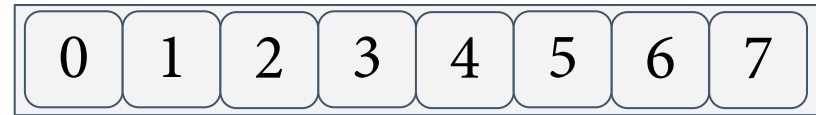
■ Program
Pointers



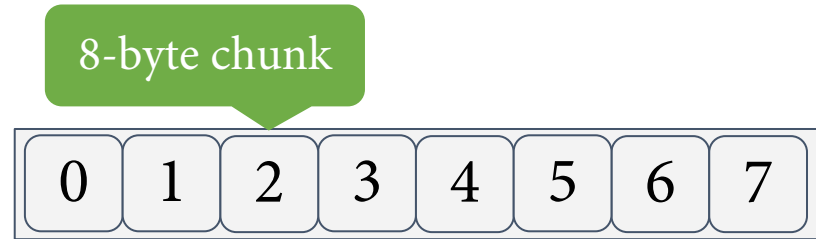
Extra bit adds **0.2%**
area overhead.



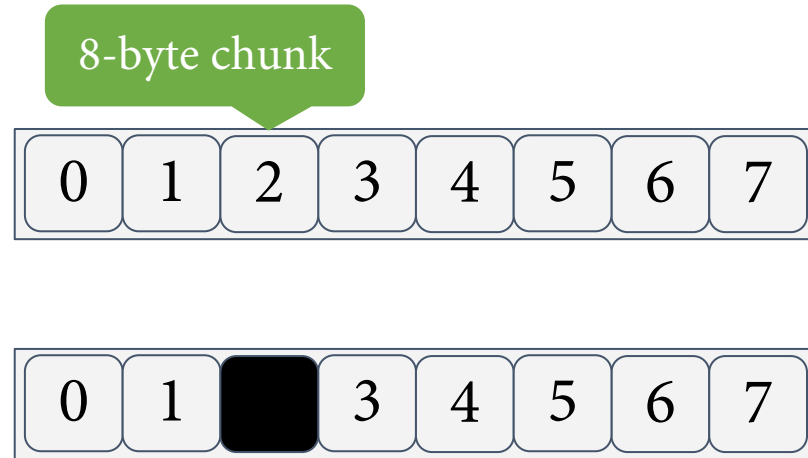
Cache Line Formats



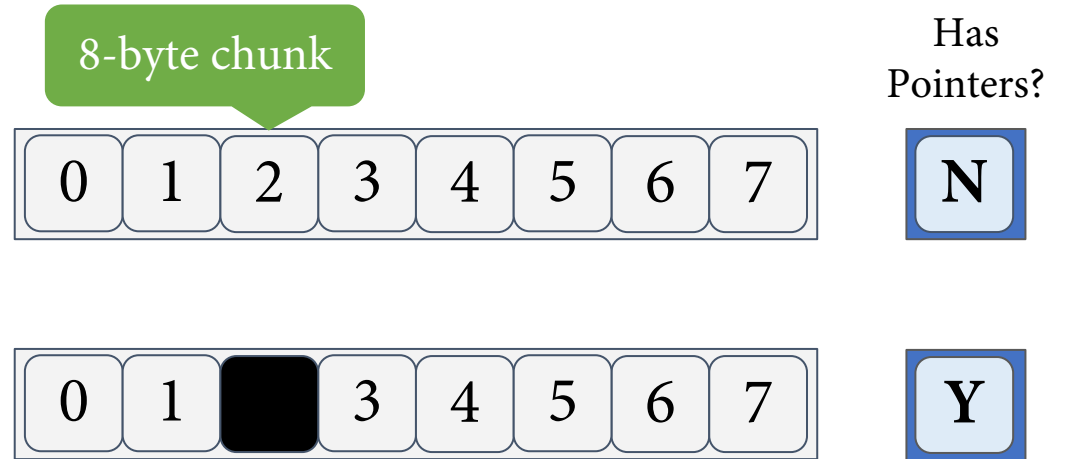
Cache Line Formats



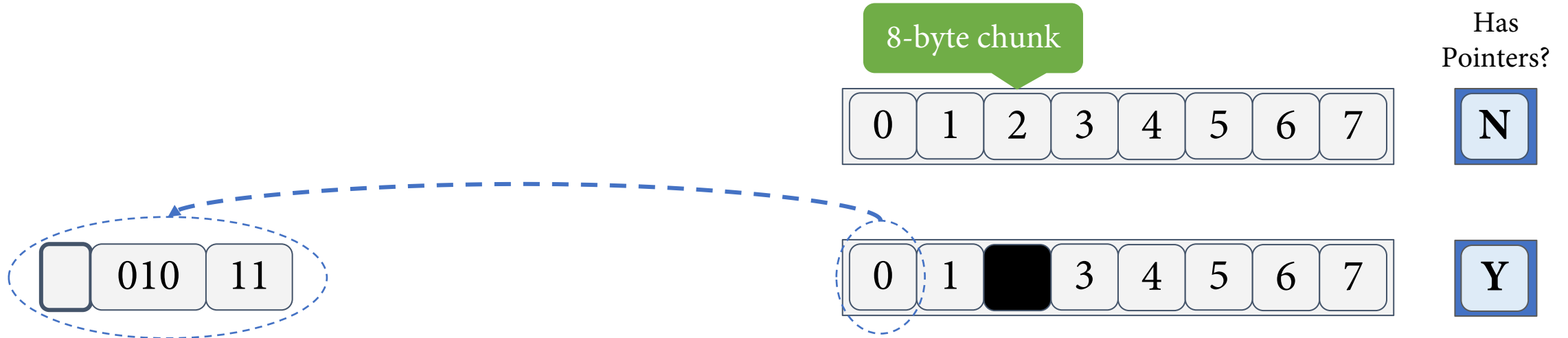
Cache Line Formats



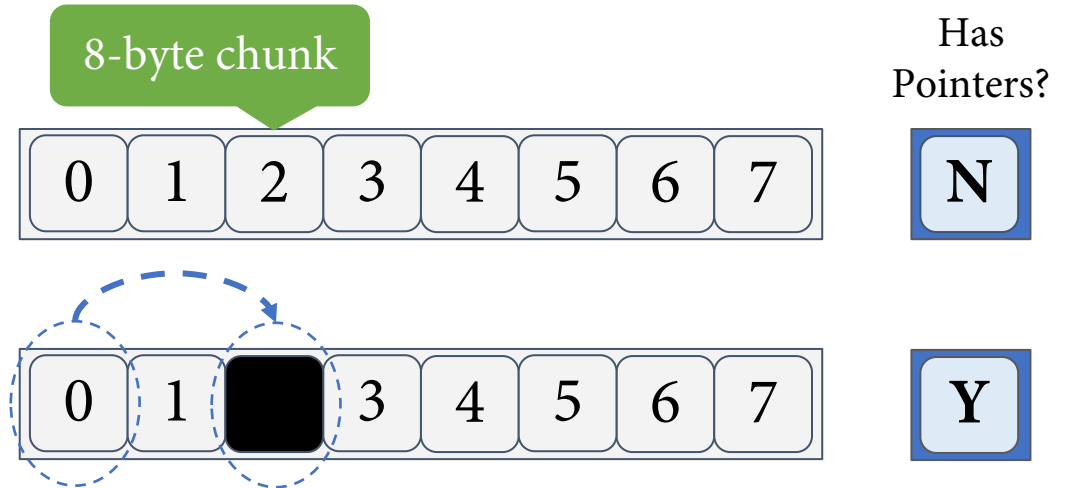
Cache Line Formats



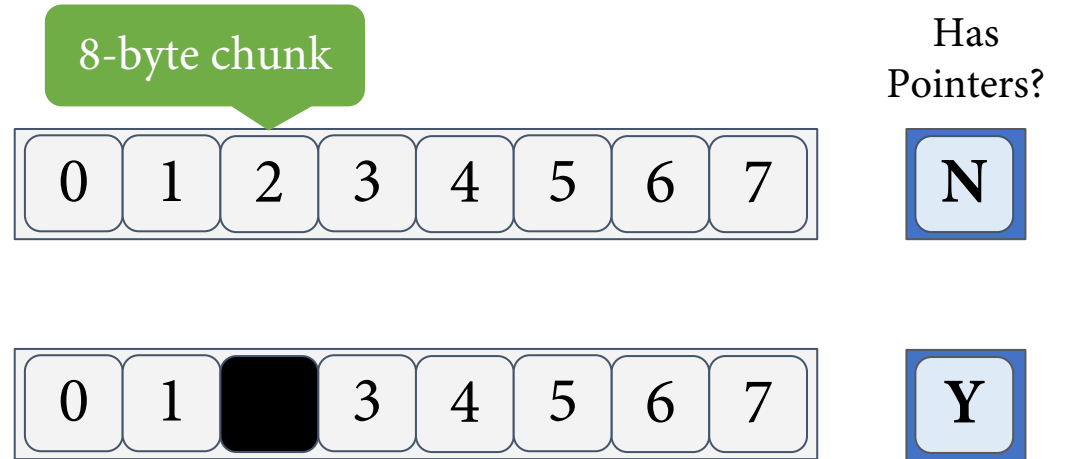
Cache Line Formats



Cache Line Formats



Cache Line Formats



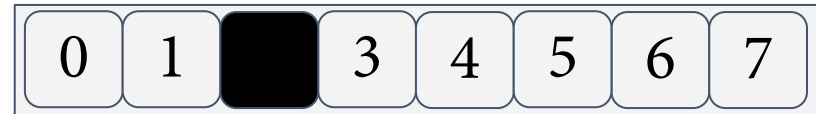
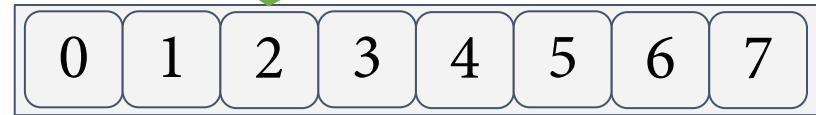
Cache Line Formats

Header
Size?

6 bits



8-byte chunk



Has
Pointers?

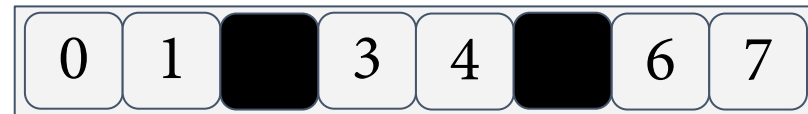
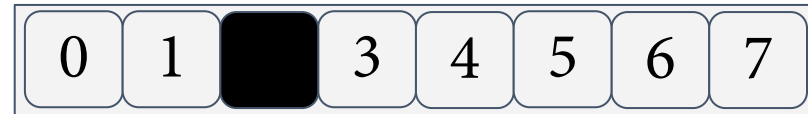
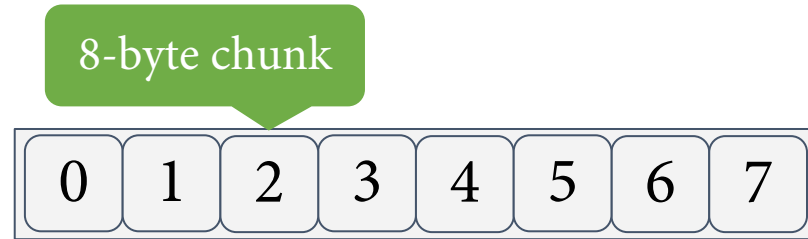
N

Y

Cache Line Formats

Header
Size?

6 bits



Has
Pointers?

N

Y

Y

Cache Line Formats

Header
Size?

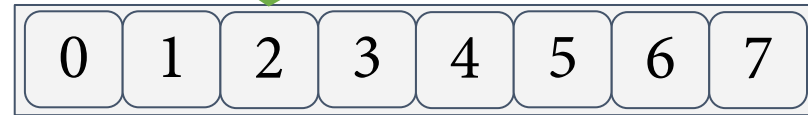
6 bits



12 bits

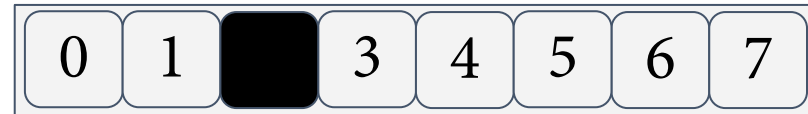


8-byte chunk

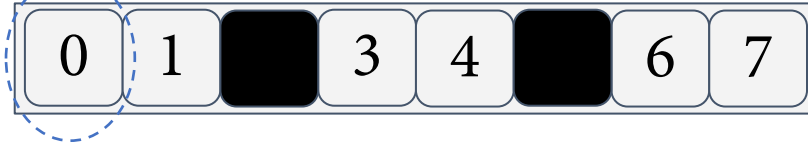


Has
Pointers?

N



Y



Y

Cache Line Formats

Header
Size?

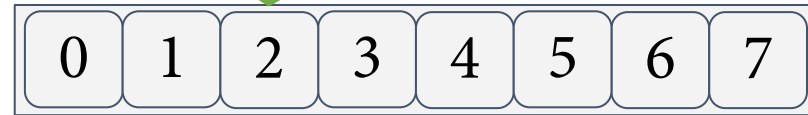
6 bits



12 bits

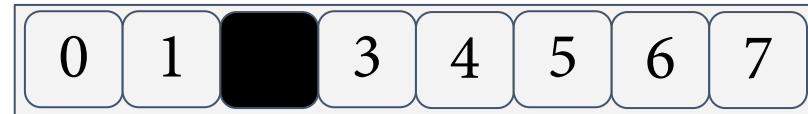


8-byte chunk

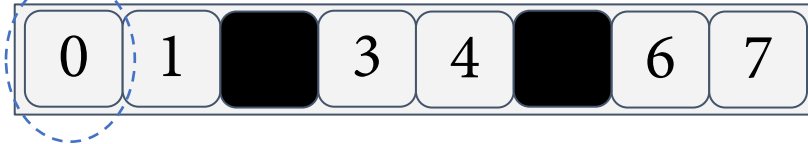


Has
Pointers?

N



Y



Y

Cache Line Formats

Header
Size?

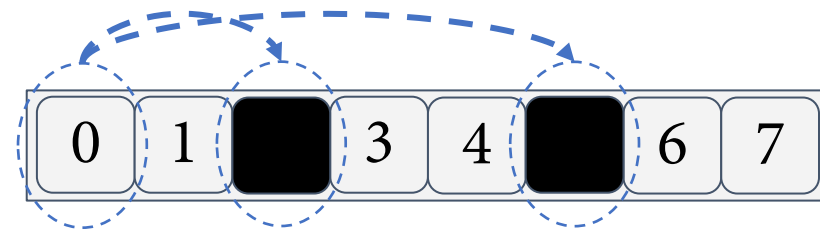
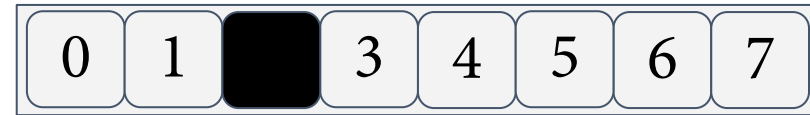
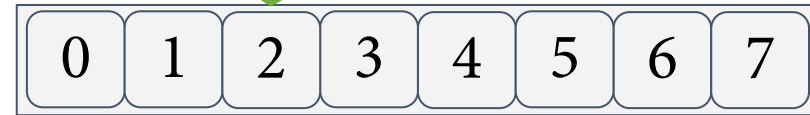
6 bits



12 bits



8-byte chunk



Has
Pointers?



Cache Line Formats

Header
Size?

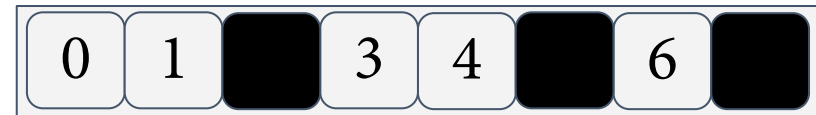
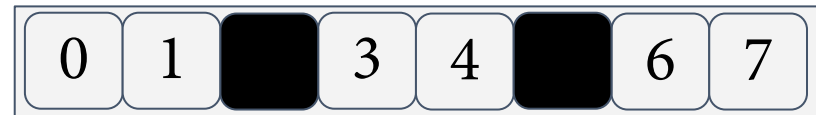
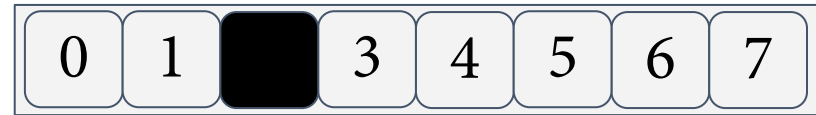
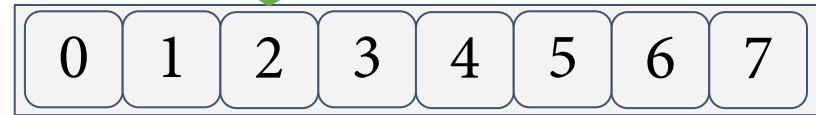
6 bits



12 bits



8-byte chunk



Has
Pointers?



Cache Line Formats

Header
Size?

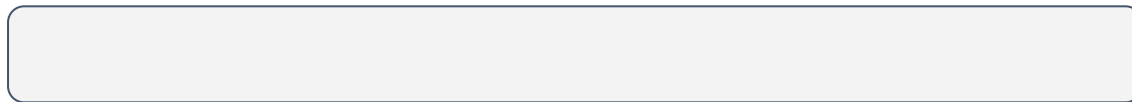
6 bits



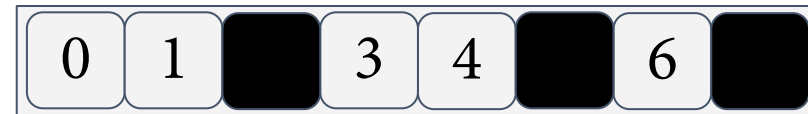
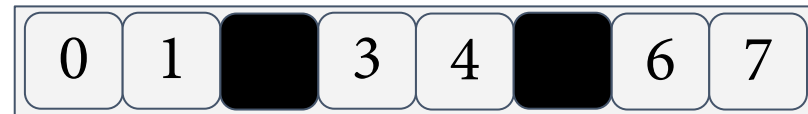
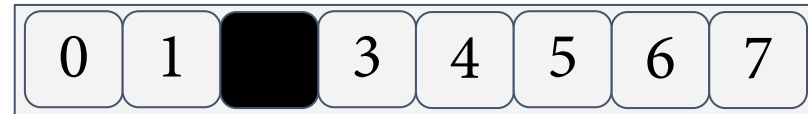
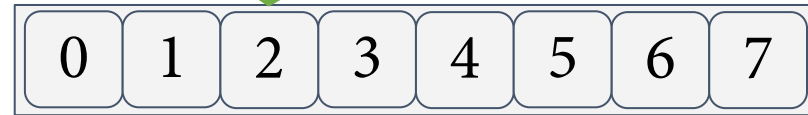
12 bits



18 bits



8-byte chunk



Has
Pointers?



Cache Line Formats

Header
Size?

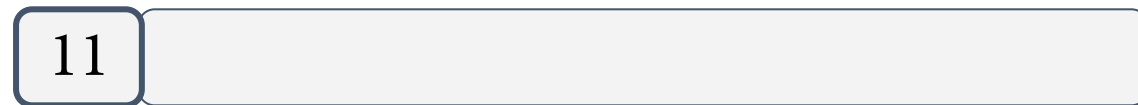
6 bits



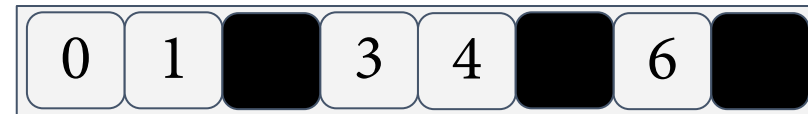
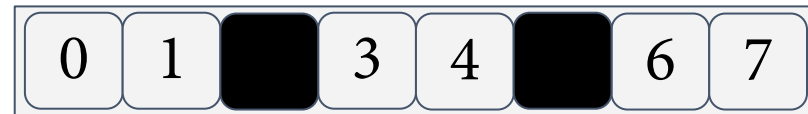
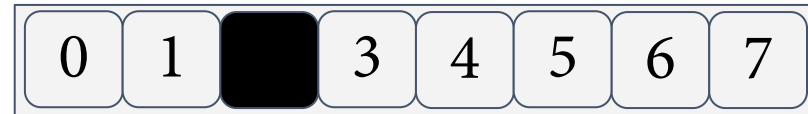
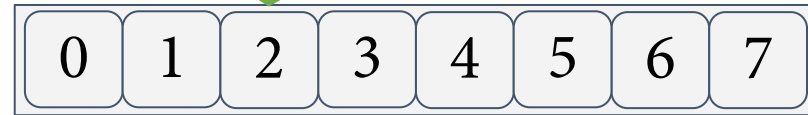
12 bits



18 bits



8-byte chunk



Has
Pointers?



Cache Line Formats

Header
Size?

6 bits



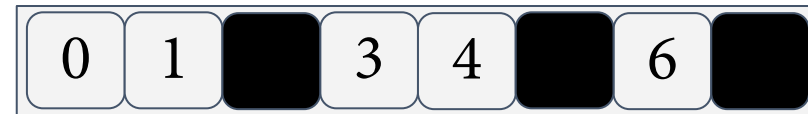
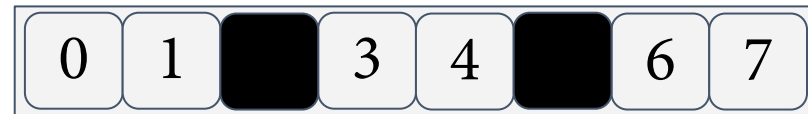
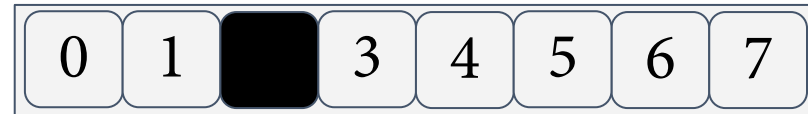
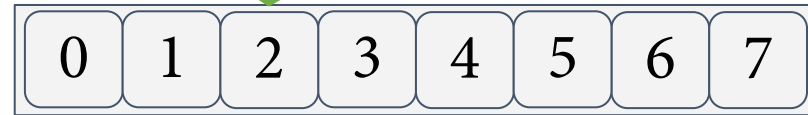
12 bits



18 bits



8-byte chunk



Has
Pointers?

N

Y

Y

Y

Cache Line Formats

Header
Size?

6 bits



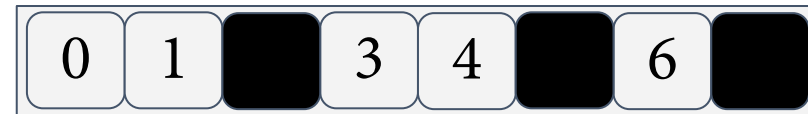
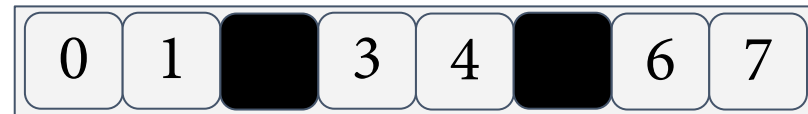
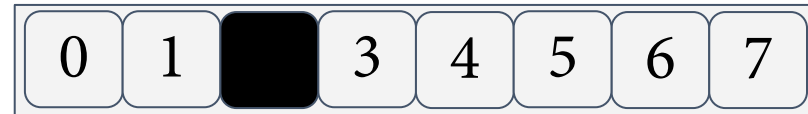
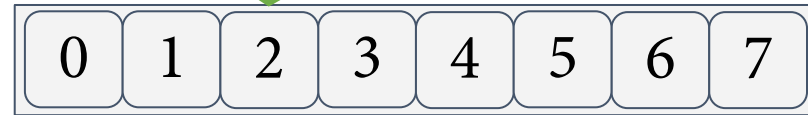
12 bits



18 bits



8-byte chunk



Has
Pointers?

N

Y

Y

Y

Cache Line Formats

Header
Size?

6 bits



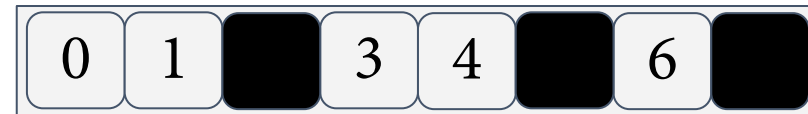
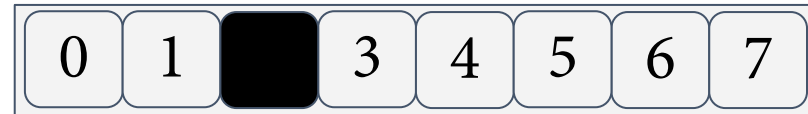
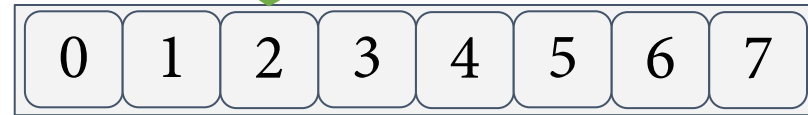
12 bits



18 bits



8-byte chunk



Has
Pointers?

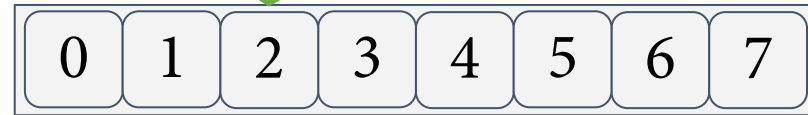


Cache Line Formats

Header
Size?

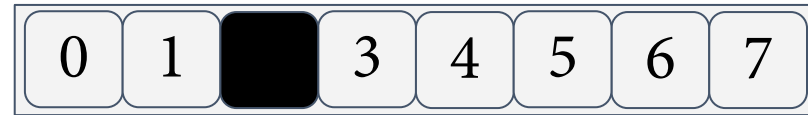
8-byte chunk

Has
Pointers?



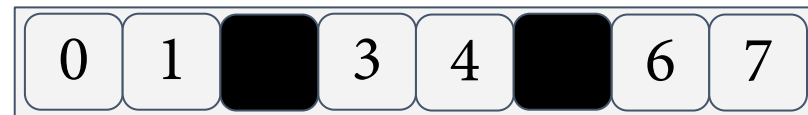
N

6 bits



Y

12 bits



Y

18 bits



Y

Cache Line Formats

Header
Size?

6 bits



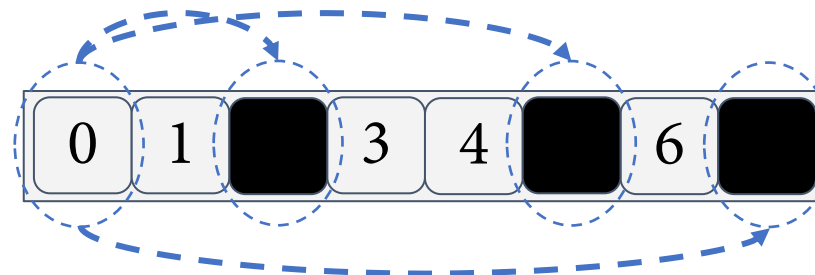
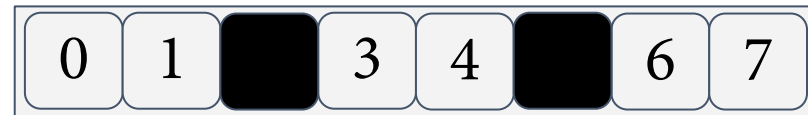
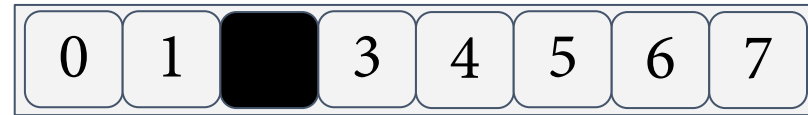
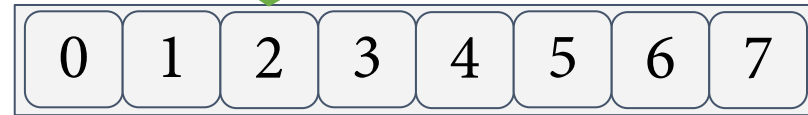
12 bits



18 bits



8-byte chunk



Has
Pointers?

N

Y

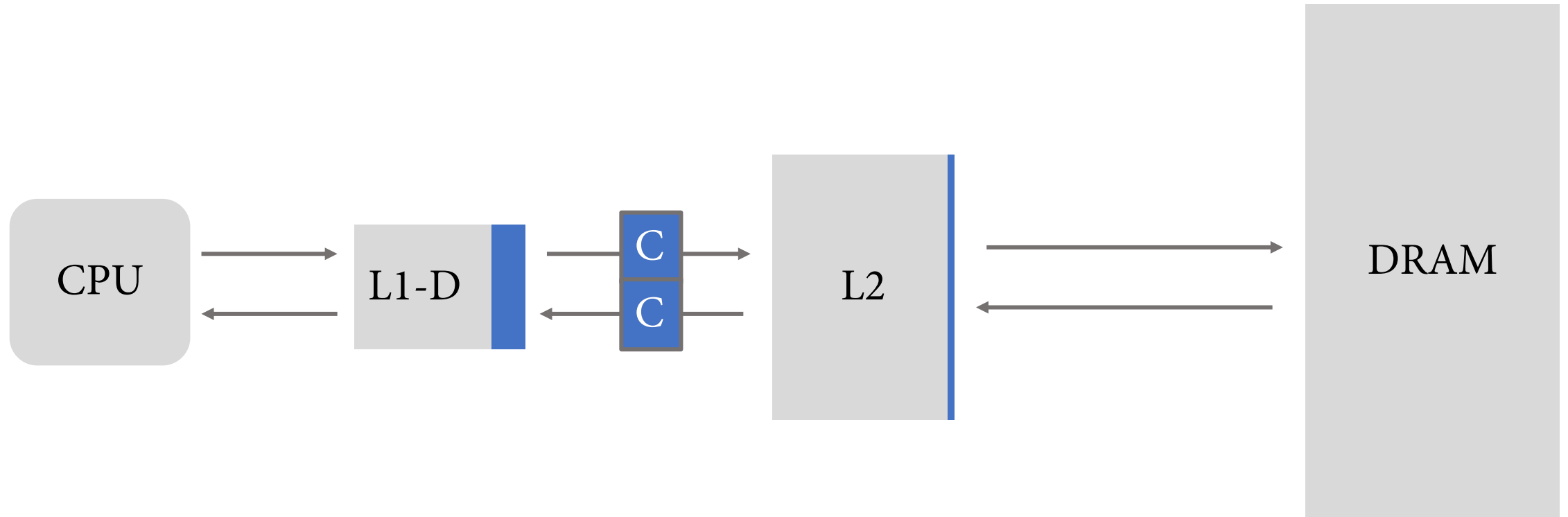
Y

Y

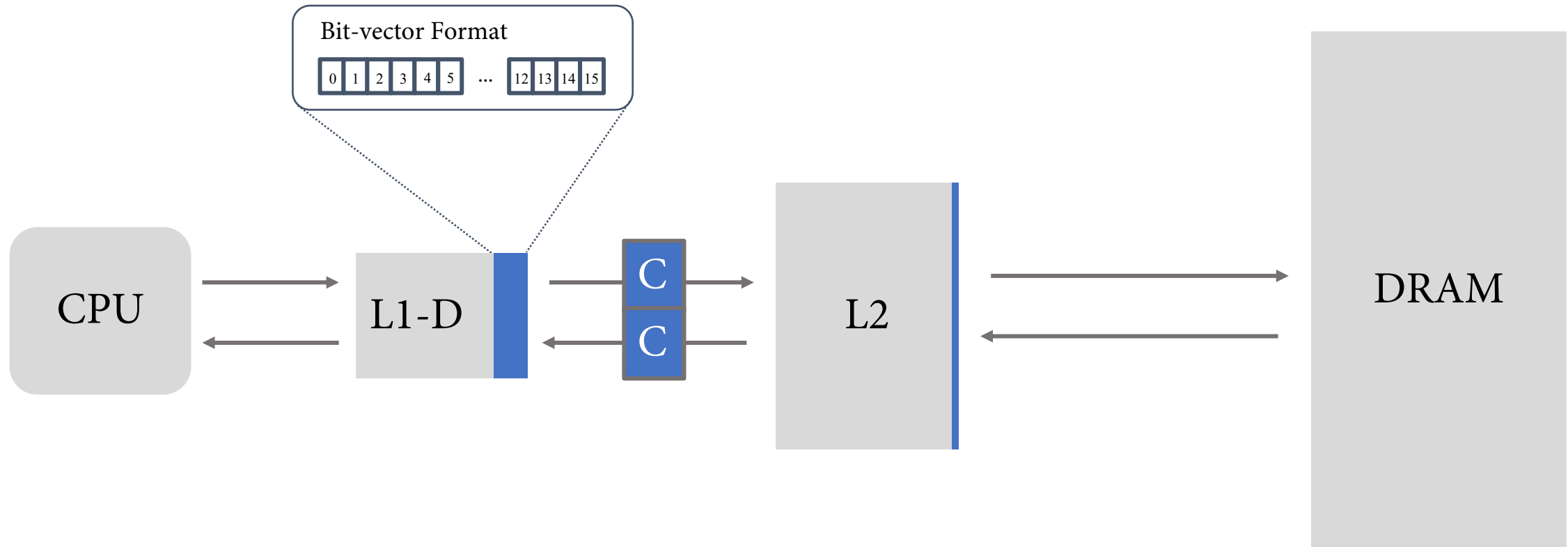


Microarchitectural Overview

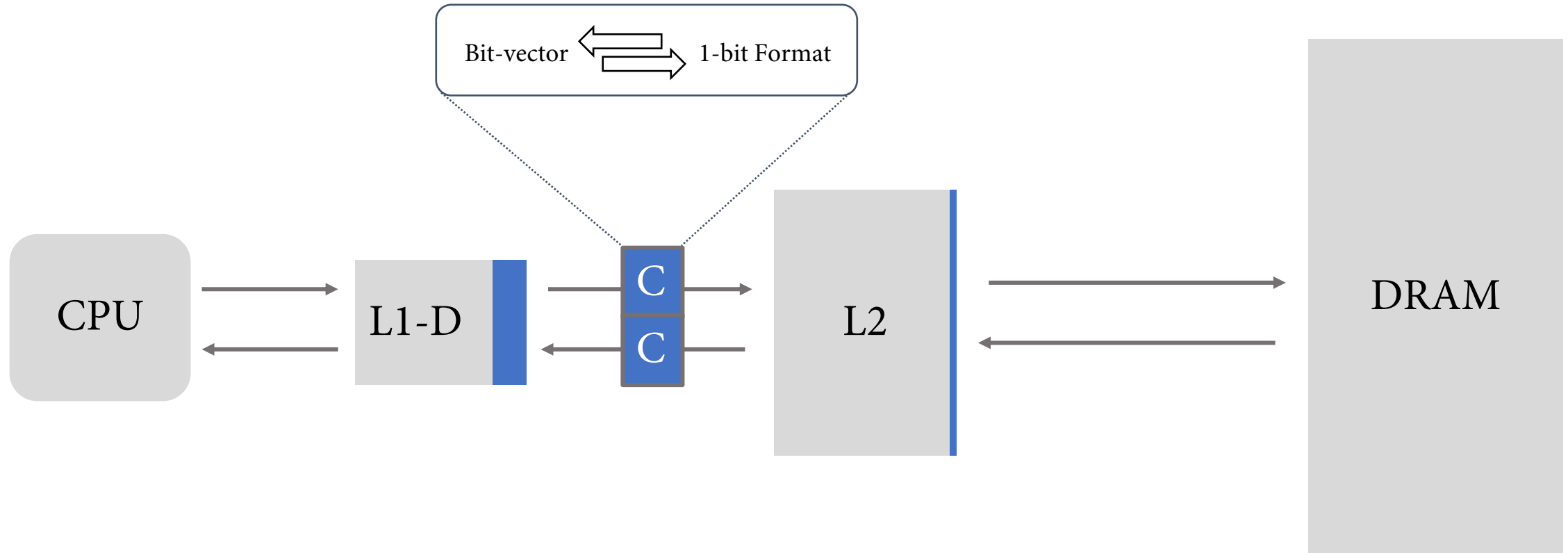
Microarchitectural Overview



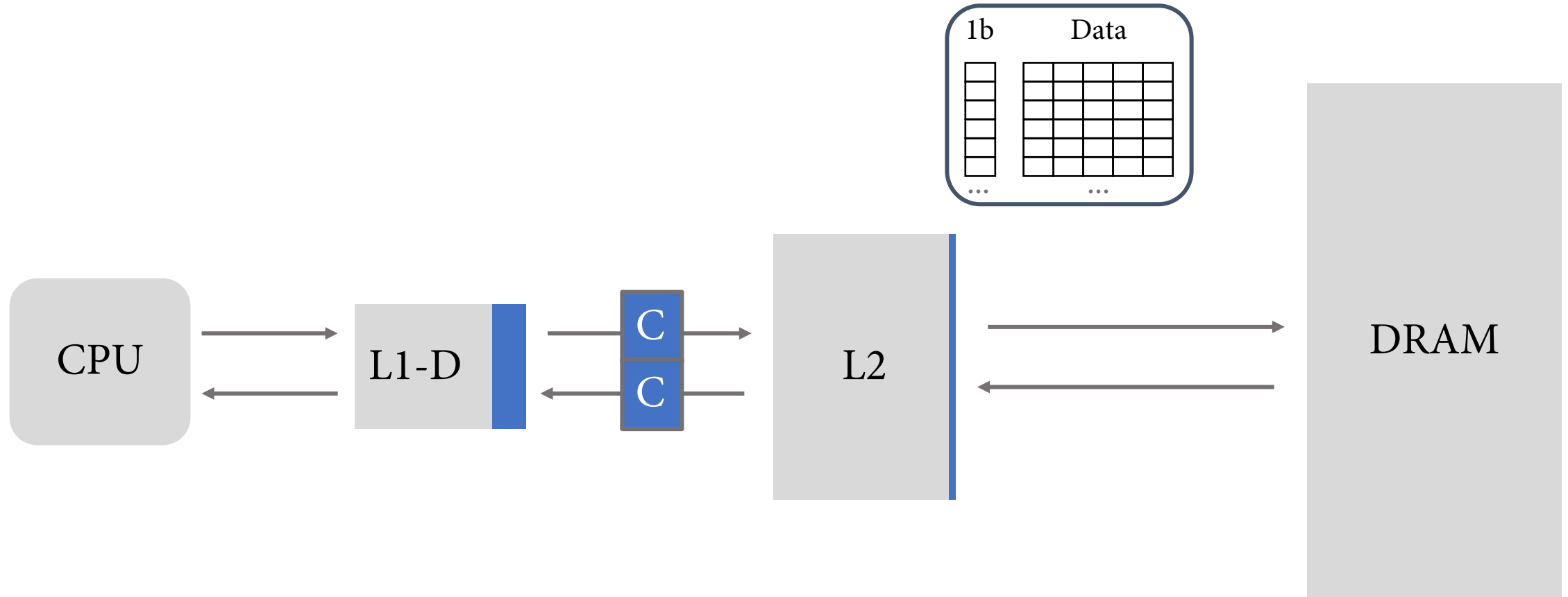
Microarchitectural Overview



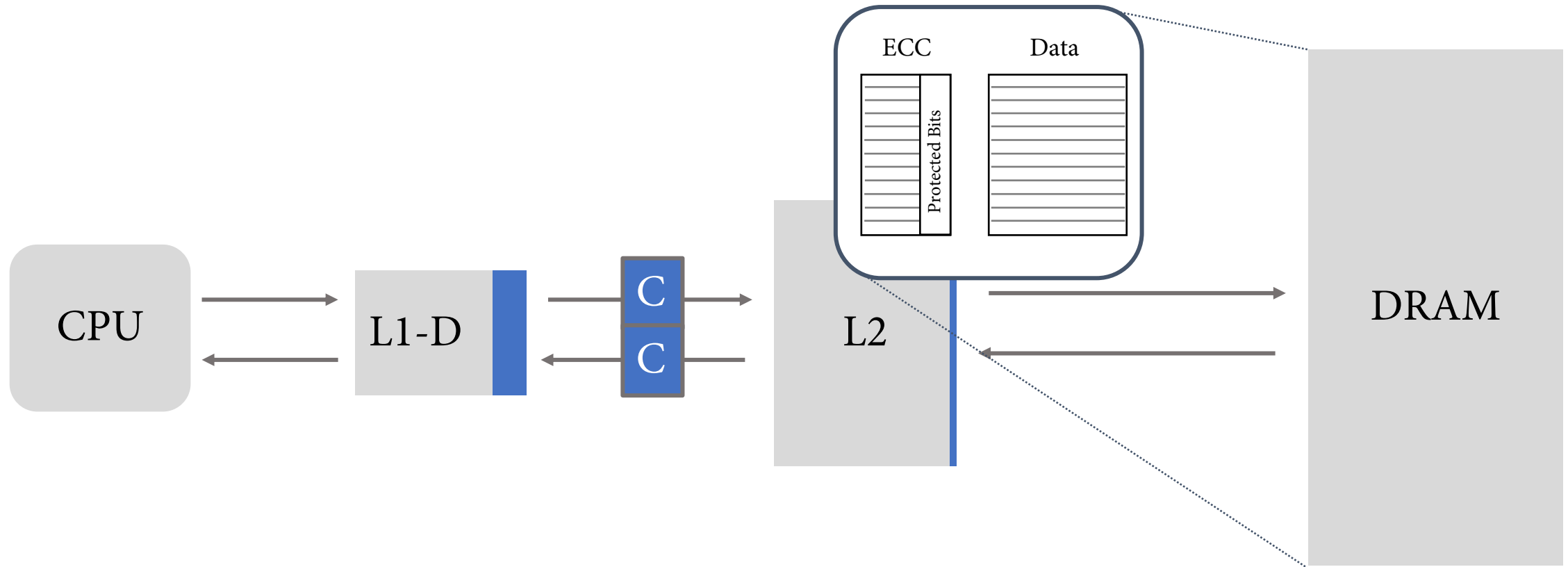
Microarchitectural Overview



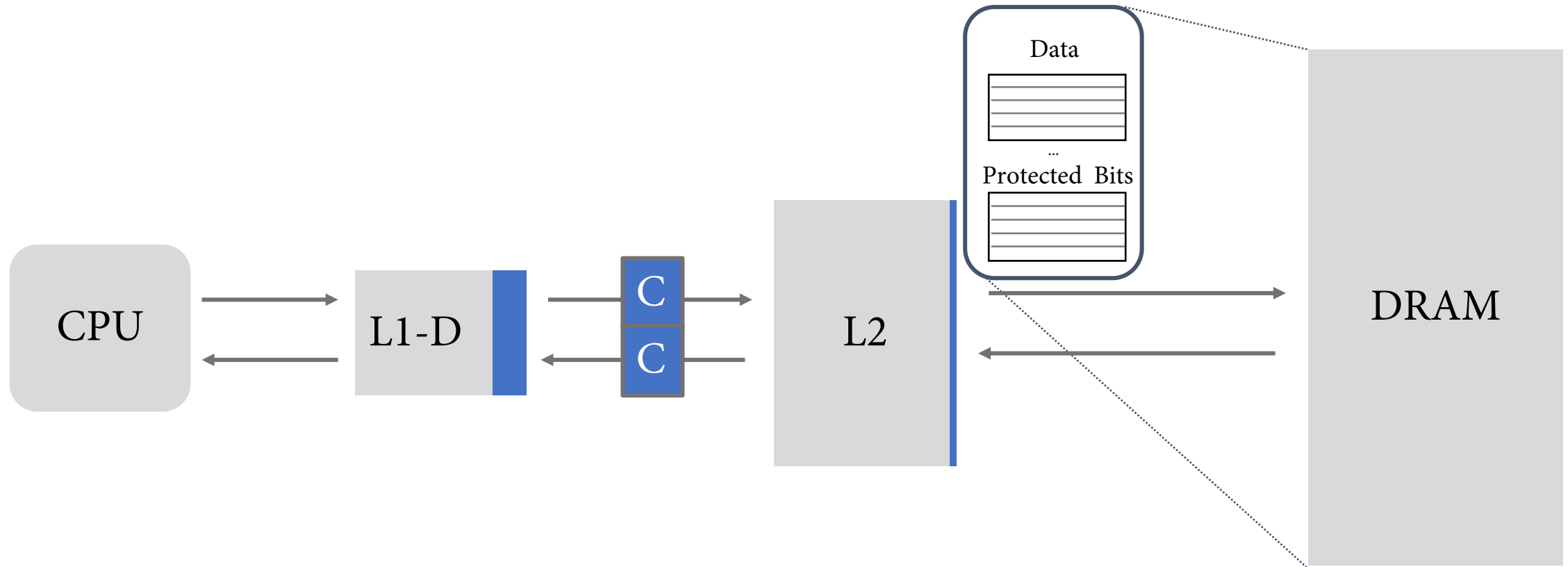
Microarchitectural Overview



Microarchitectural Overview

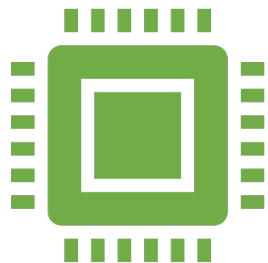


Microarchitectural Overview



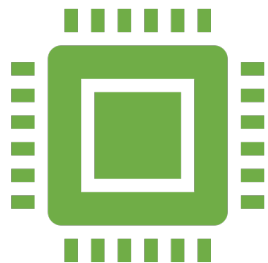
Performance

ZeRØ Performance Overheads



Hardware Modifications

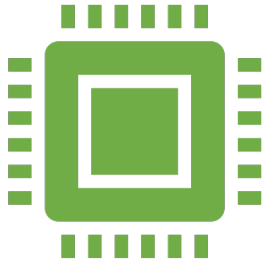
ZeRØ Performance Overheads



Hardware Modifications

Our hardware measurements show minimal latency/area/power overheads.

ZeRØ Performance Overheads



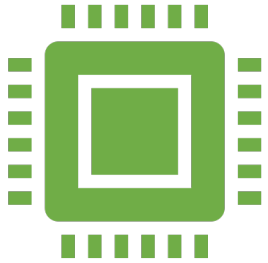
Hardware Modifications

Our hardware measurements show minimal latency/area/power overheads.

00010010
101001101
00010010
111001001
00010010

Software Modifications

ZeRØ Performance Overheads



Hardware Modifications

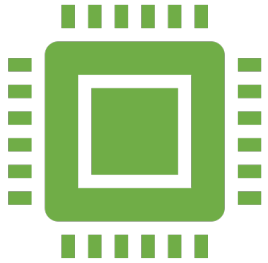
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```
00010010
101001101
00010010
111001001
00010010
```

Software Modifications

- Our special load/stores do not change the binary size.

ZeRØ Performance Overheads



Hardware Modifications

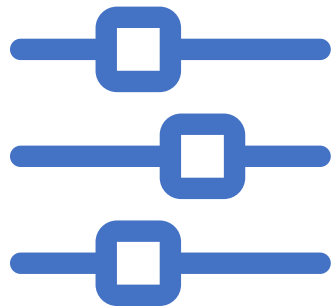
Our hardware measurements show minimal latency/area/power overheads.

```
00010010
101001101
00010010
111001001
00010010
```

Software Modifications

- Our special load/stores do not change the binary size.
- The ClearMeta instructions are only called on memory deallocation.

Performance Results (x86_64)

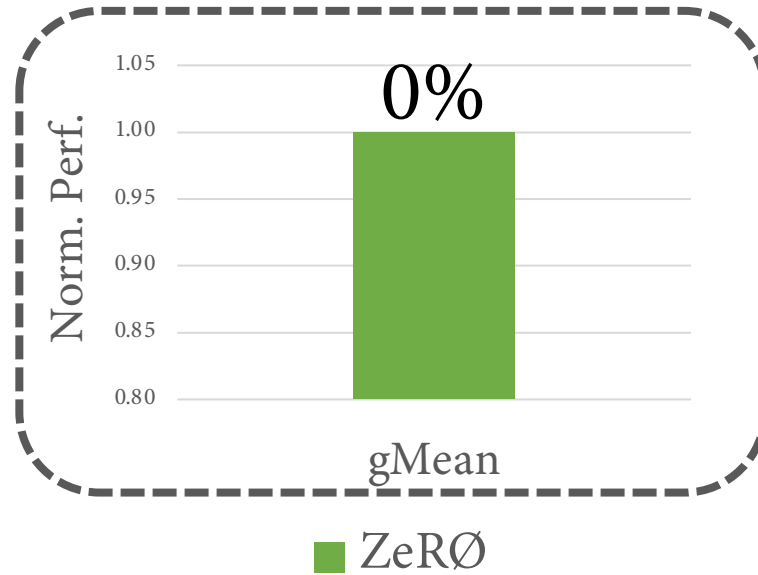


Experimental Setup

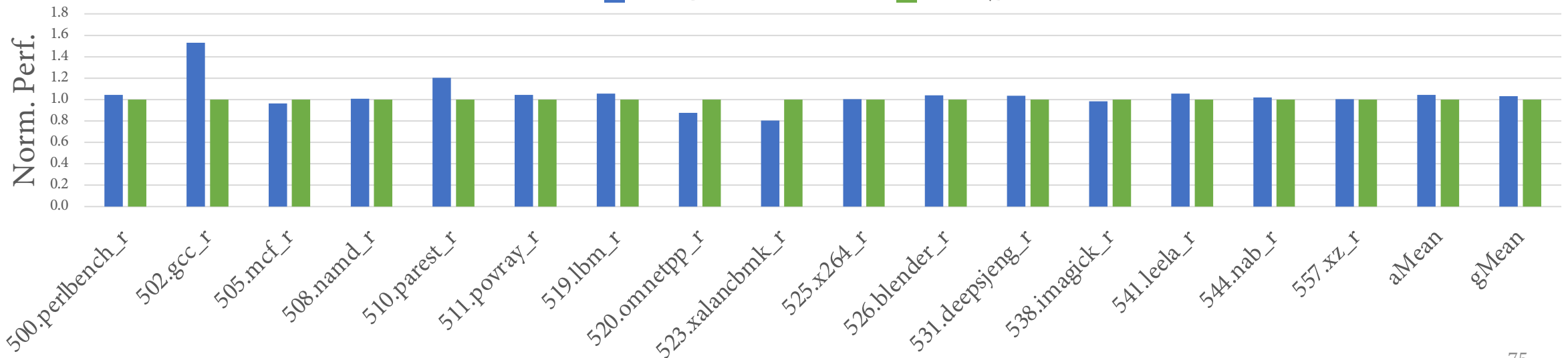
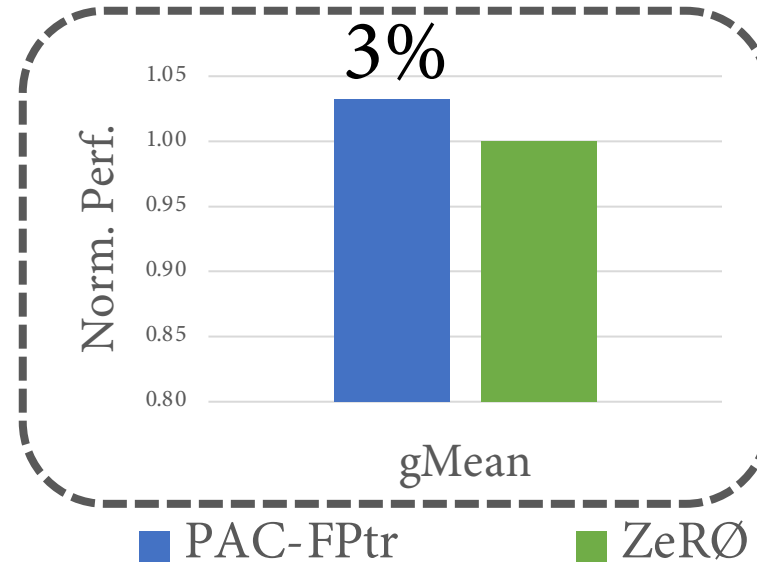
We use emulate ZeRØ on x86_64 by modifying LLVM to emit new instructions.

- ClearMeta is emulated using dummy stores.

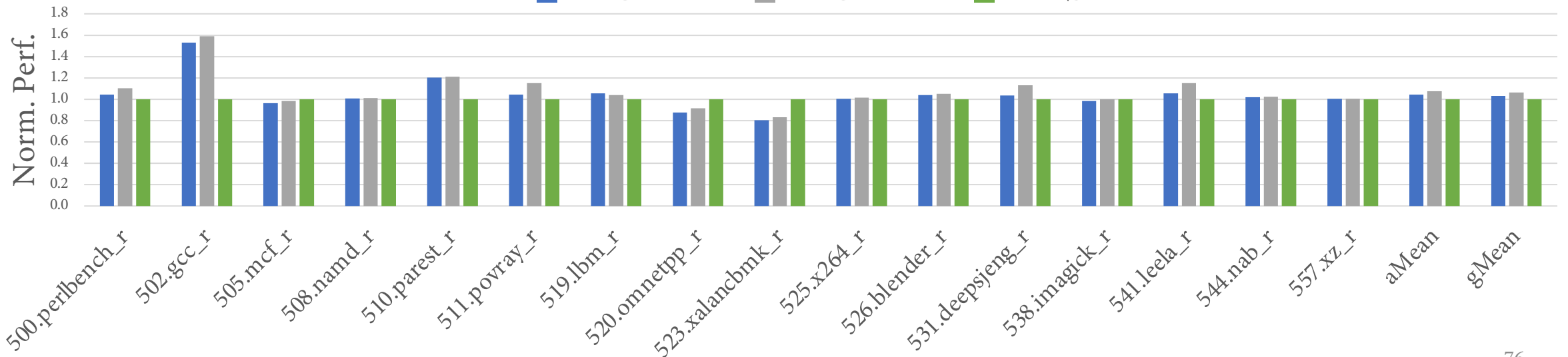
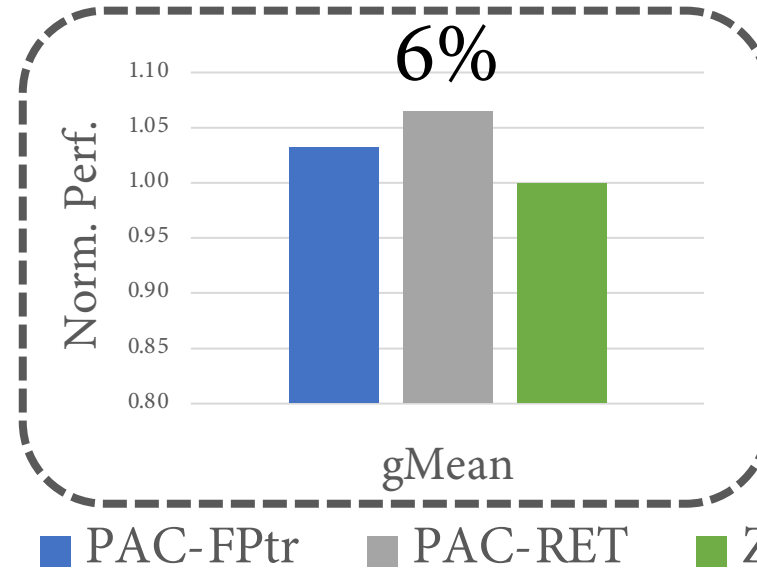
Performance Results (x86_64)



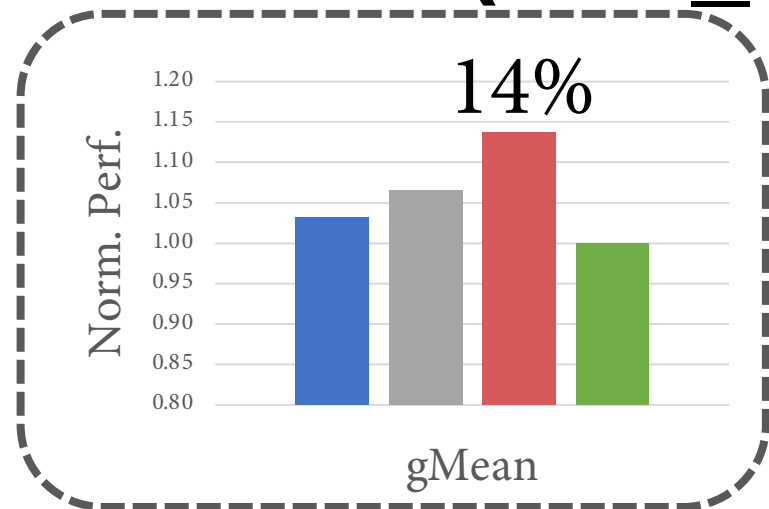
Performance Results (x86_64)



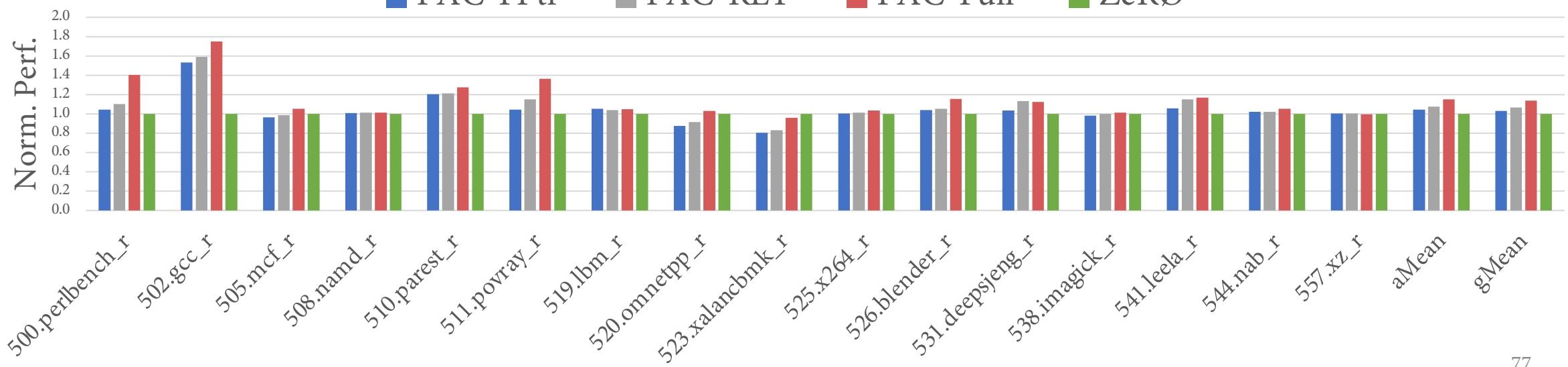
Performance Results (x86_64)



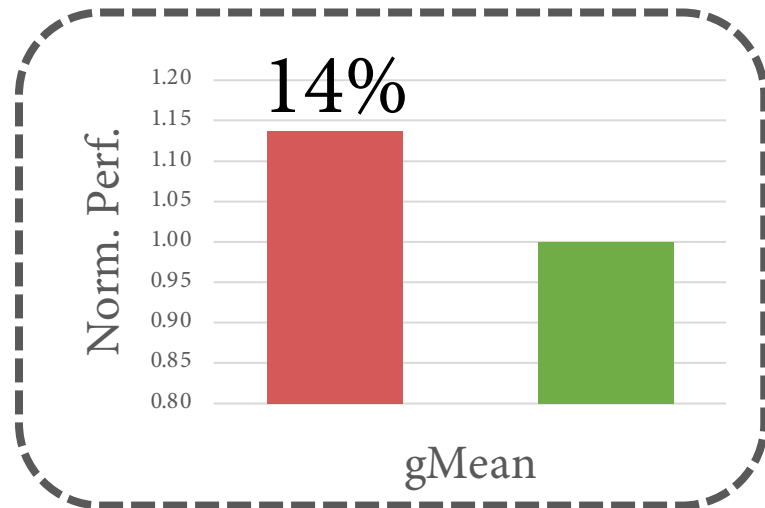
Performance Results (x86_64)



■ PAC-FPtr ■ PAC-RET ■ PAC-Full ■ ZeRØ

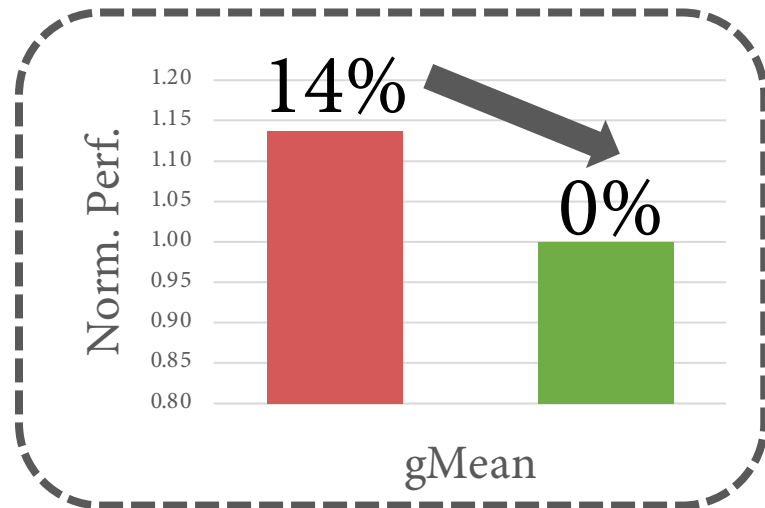


Performance Results (x86_64)



PAC's overheads are attributed to the extra QARMA invocations upon pointer loads/stores.

Performance Results (x86_64)



ZeRØ reduces the average runtime overheads of pointer integrity from 14% to 0%!

ZeRØ does not compromise on security



No Pointer Manipulation

Protects against all known pointer manipulation attacks (e.g. ROP, JOP/COP, COOP, DOP).

Handling Security Violations



Advisory Exceptions

- Skip faulty instructions.
- Do NOT crash the running process.

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Permit List

- Initialized during program startup

Handling Security Violations



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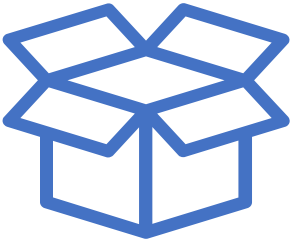


Permit List

- Initialized during program startup
- Avoid false alarms for non-type aware functions (e.g., memcpy and memmove)

Limitations

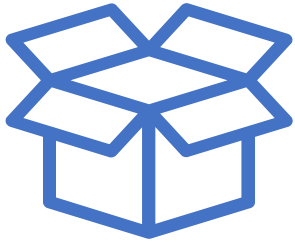
Limitations



Third-Party Code

- Can be added to the permit-list during program initialization. OR

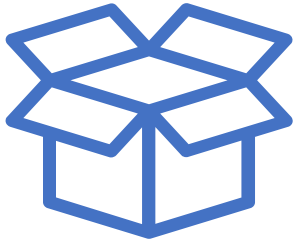
Limitations



Third-Party Code

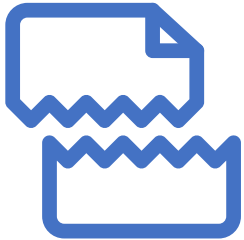
- Can be added to the permit-list during program initialization. OR
- ClearMeta is called before passing pointers to external libraries.

Limitations



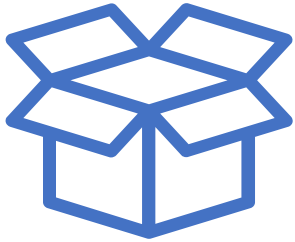
Third-Party Code

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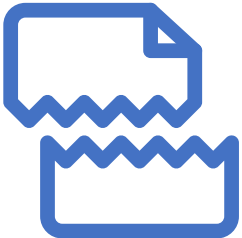
Non-pointer Data Corruption

Limitations



Third-Party Code

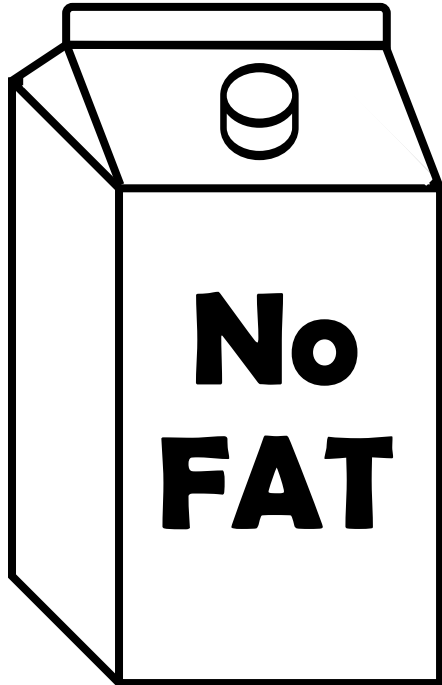
- Can be added to the permit-list during program initialization. OR
- ClearMeta is called before passing pointers to external libraries.



Non-pointer Data Corruption

These attacks require a full memory safety solution.

No-FAT: Low Overhead Memory Safety Checks



Full Memory Safety

No-FAT is well suited for cloud/server deployments away from the end user.



Checkout our paper & talk!

<https://isca21.arroyo.me>

An efficient pointer integrity mechanism



An ideal candidate for end-user deployment.

- ✓ **Easy to Implement**
- ✓ **No Runtime Overheads**
- ✓ **Offers Robust Security**

Backup Slides