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# Position Paper: Towards a Hybrid Approach to Protect Against Memory Safety Vulnerabilities

Kaled Alshmrany\*, Ahmed Bhayat\*, **Franz Brauße\***, Lucas Cordeiro\*, Konstantin Korovin\*,  
Tom Melham<sup>^</sup>, Mustafa A. Mustafa\*, Pierre Olivier\*, Giles Reger\*, Fedor Shmarov\*

*\*The University of Manchester*

*<sup>^</sup>University of Oxford*

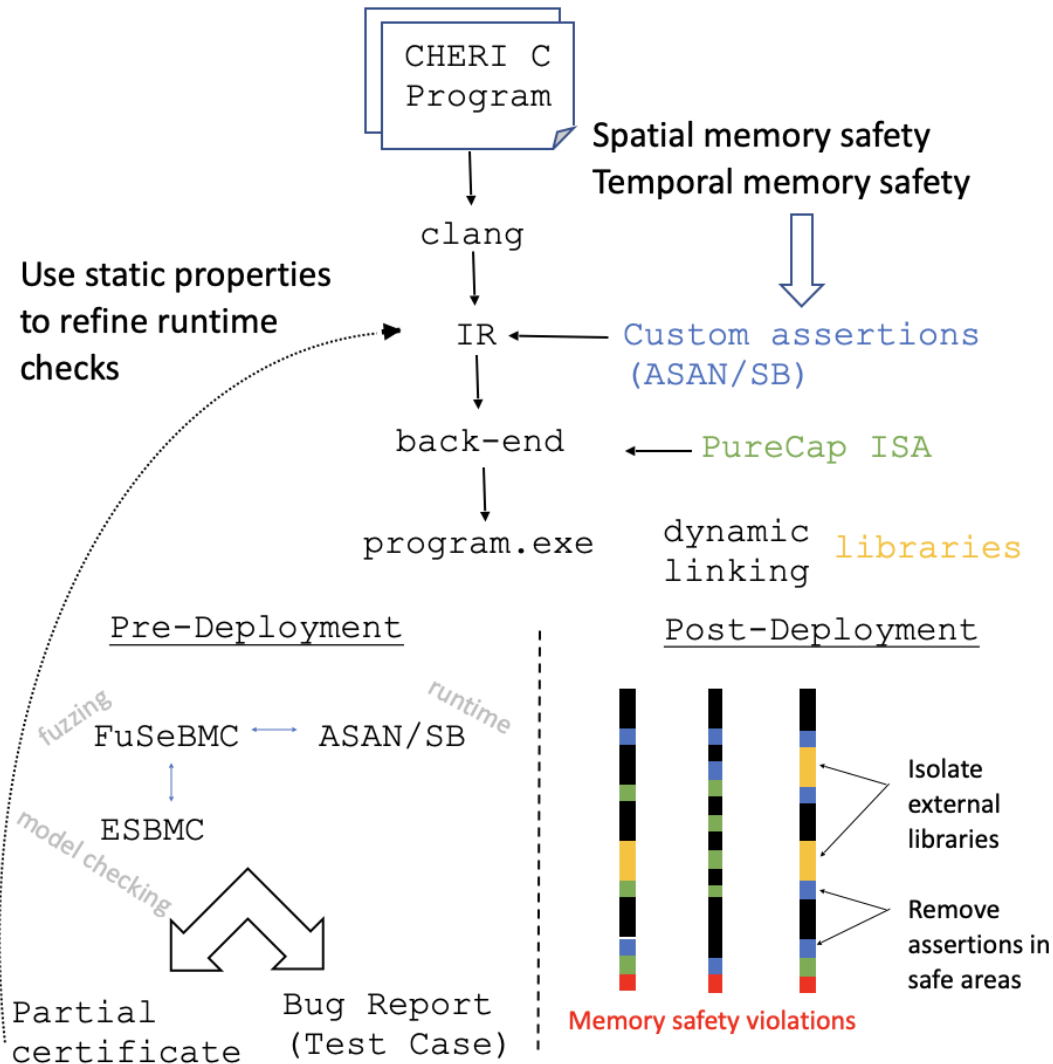
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# Introduction

- There are many techniques for ensuring software safety
  - Based on static analysis, automated testing, etc.
- They provide different levels of protection
  - Some techniques can detect vulnerabilities that other cannot (and vice versa)
- Existing hybrid solutions (i.e., combining different techniques) showed promising improvements
  - Post-deployment software safety is often overlooked
- We propose a hybrid framework that addresses software safety across the pre-deployment and post-deployment stages

# Hybrid Verification Framework Vision



- Accentuate post-deployment safety
  - Reduce performance overheads through “cheaper” hardware level protection
  - Reuse the information from static analysis to introduce only necessary “expensive” safety checks
- Enhance pre-deployment analysis
  - Combine complementary techniques
  - Avoid producing a monolithic hybrid solution (e.g., concolic execution)

# Why hybrid and why now

- Why hybrid:
  - Different tools have different strengths and weaknesses
  - Existing solutions demonstrate very promising results
    - Frama-C, concolic execution, cooperative verification
    - However, all of them are for pre-deployment
  - We are addressing post-deployment **safety/performance balance**
- Why now:
  - Hardware memory protection techniques (e.g., CHERI) are being developed to cope with post-deployment performance overheads
    - But they provide a subset of safety guarantees
  - There are a lot of static analysis techniques that can be used for establishing partial safety of the program
    - This allows introducing targeted software hardening, thus increasing safety guarantees while keeping performance overheads manageable

# Runtime Protection Techniques

- Can be used at pre-deployment + post-deployment
- Works on software and/or hardware level
- The resulting executable crashes on the inputs leading to the bug
- In software: based on program instrumentation (e.g., *AddressSanitizer*)
  - + Flexible for introducing new checks (properties)
  - Usually significant performance overheads
  - Functional equivalence of the instrumented program may be compromised
- In hardware: extended ISA + specialized compiler (e.g., *CHERI*)
  - Harder to introduce new checks
  - + Minor performance overheads
  - May introduce new semantics to the programs
- Needs concrete inputs for automated testing at pre-deployment
  - Usually combined with a sampling-based technique (e.g., fuzzing)

# Static Analysis Techniques

- Used at pre-deployment only (in fact, ahead of compilation)
- Works with a mathematical abstraction of the underlying program
  - May lead to false-positives
- Analyzes the program with respect to the given specification and language semantics
- Requires assumptions (aka computational models) about the underlying hardware and system libraries
- The verification problem may be exponentially large or undecidable in general
- Often treated as a black-box: the program has a bug or is safe up to a point
  - The usefulness of the latter is often overlooked
  - We can reuse partial safety outcome (i.e., we can only say that a program is safe up to some execution depth)

# Current Progress (analysis)

- We analyzed several runtime and static techniques on a subset of SV-COMP benchmarks (~ 300 C programs)
- Runtime Protection
  - AddressSanitizer – industry leader for detecting memory safety violations at runtime
  - SoftBoundCETS – tracks pointer bounds and temporal validity
  - CHERI PureCap – introduces pointer checks at hardware level
- Static Analysis
  - ESBMC – bounded model checker for single- and multi-threaded C/C++ programs
- Hybrid Techniques
  - FuSeBMC – combines BMC and fuzzing for automated test generation

# Strengths and weaknesses

- Fuzzing helps BMC in bug-finding
- BMC is less scalable than runtime techniques
- BMC treats program's input symbolically, and it may prove program's safety
- Different runtime techniques find different types of vulnerabilities

| Technique | Correct | Incorrect (FN+FP) | Timeout |
|-----------|---------|-------------------|---------|
| ESBMC     | 107     | 3 (3+0)           | 17      |
| FuSeBMC   | 116     | 2 (2+0)           | 9       |
| Combined  | 116     | 2                 | 9       |

Table 1. Programs requiring user inputs

| Technique          | Correct | Incorrect (FN+FP) | Timeout |
|--------------------|---------|-------------------|---------|
| ASAN               | 159     | 13 (13+0)         | 6       |
| SB                 | 152     | 20 (19+1)         | 6       |
| PureCap            | 145     | 24 (24+0)         | 9       |
| ASAN + SB          | 166     | 6 (5+1)           | 6       |
| Runtime (combined) | 166     | 6 (5+1)           | 6       |
| ESBMC              | 130     | 5 (1+4)           | 43      |
| FuSeBMC            | 133     | 4 (1+3)           | 41      |
| Static (combined)  | 132     | 5 (1+4)           | 41      |

Table 2. Programs that do NOT require user-inputs

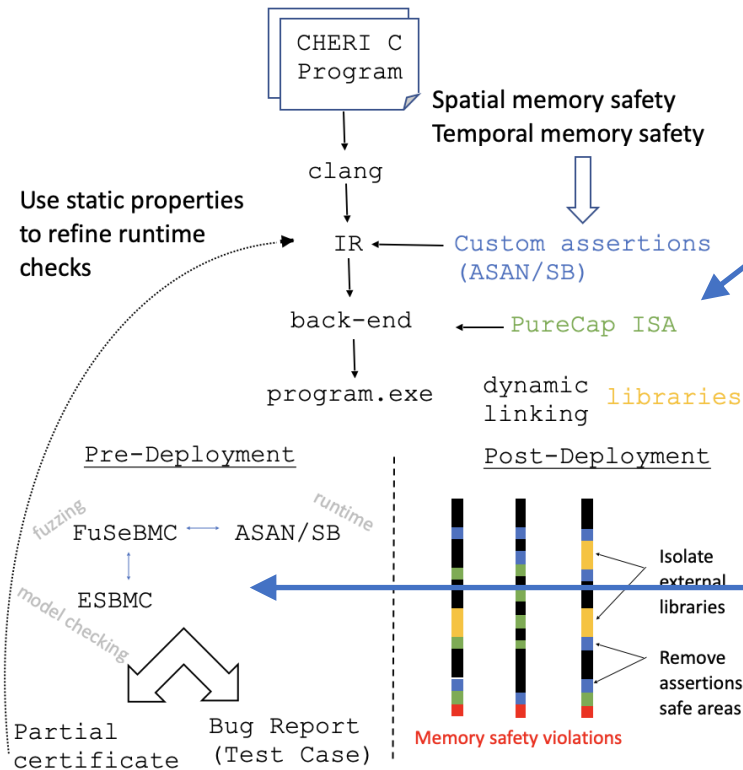


# Different techniques find different bugs

| Feature                   | ASAN          | SB        | PureCap (RISC-V) | ESBMC  | FuSeBMC |
|---------------------------|---------------|-----------|------------------|--------|---------|
| Spatial Memory Safety     |               |           |                  |        |         |
| Subobject buffer overflow | <b>no</b>     | <b>no</b> | <b>no/yes</b>    | yes    | yes     |
| Temporal Memory Safety    |               |           |                  |        |         |
| Use-after-free            | yes           | yes       | <b>no</b>        | yes    | yes     |
| Stack use after return    | <b>no/yes</b> | yes       | <b>no</b>        | yes    | yes     |
| Stack use after scope     | yes           | <b>no</b> | <b>no</b>        | yes    | yes     |
| Double free               | yes           | yes       | <b>no</b>        | yes    | yes     |
| Memory leaks              | yes           | <b>no</b> | <b>no</b>        | yes    | yes     |
| Program Features          |               |           |                  |        |         |
| Unions                    | yes           | yes       | <b>yes/no</b>    | yes    | yes     |
| Library functions         | yes/no        | yes/no    | <b>yes/no</b>    | yes/no | yes/no  |

Table 3. Qualitative analysis

# Current progress (implementation)



ESBMC-CHERI [1] extends ESBMC to be able to reason about C/C++ programs that run on CHERI platforms.

- Modelling and handling inside ESBMC extra semantics that CHERI capabilities introduce

Exploring cooperation between BMC and fuzzing

- FuSeBMC [2] combining BMC and fuzzing for automated test generation
- EBF [3] combining BMC and fuzzing to verify concurrent C/C++ programs

[1] F. Brauße, F. Shmarov, R. Menezes, M. R. Gadelha, K. Korovin, G. Reger, and L. C. Cordeiro, “ESBMC-CHERI: towards verification of C programs for CHERI platforms with ESBMC,” in *ISSTA 2022*, pp. 773–776.

[2] K. M. Alshmrany, M. Aldughaim, A. Bhayat, and L. C. Cordeiro, “Fusebmc: An energy-efficient test generator for finding security vulnerabilities in c programs,” in *TAP 2021*, p. 85–105.

[3] F. K. Aljaafari, R. Menezes, E. Manino, F. Shmarov, M. A. Mustafa, and L. C. Cordeiro, “Combining BMC and Fuzzing Techniques for Finding Software Vulnerabilities in Concurrent Programs”, under review in *IEEE Access*

# Future Work

- Using the information gathered during static analysis (i.e., partial safety outcome)
- Isolation of external libraries via hardware compartmentalization
- Exploring new verification techniques for incorporating into our hybrid framework
- Addressing functional equivalence of the program instrumentation for post-deployment

Thank you !!!