

CrypTag: Thwarting Physical and Logical Memory Vulnerabilities using Cryptographically Colored Memory

**Pascal Nasahl, Robert Schilling, Mario Werner, Jan Hoogerbrugge, Marcel Medwed,
Stefan Mangard**

AsiaCCS'21, June 7-11, 2021

IAIK – Graz University of Technology

Motivation

- MITRE: 3 out of 10 are memory vulnerabilities [MIT19]
- Microsoft: 70% security-related bug fixes [Mil19]

- MITRE: 3 out of 10 are memory vulnerabilities [MIT19]
- Microsoft: 70% security-related bug fixes [Mil19]
- Entry point for various attacks

- Logical Memory Safety Vulnerabilities
- Physical Memory Safety Vulnerabilities

- Exposed external memory
- Cold-boot [Hal+08], Bus sniffing [Nur20]
- Software-based attacks
- Cloud and IoT

Thwarting Physical Memory Safety Vulnerabilities

- Confidentiality & Integrity
- Memory Encryption
- Average runtime overheads between 5 % and 109.8 %
- Broadly available in Intel and AMD processors

- Memory vulnerabilities exploit a memory bug
- Classified in spatial and temporal memory bugs
- Temporal error: dereferencing a dangling pointer
- Spatial error: out-of-bounds access

- Use the pointer: [Sze+13]
 - Modify a data pointer
 - Modify code and data
 - Modify a code pointer
 - Output data

- Data-flow integrity
 - DFI, HDFI: Enforcing data-flow graph

- Data-flow integrity
 - DFI, HDFI: Enforcing data-flow graph
- Code-pointer integrity
 - CPI: Store in safe region

- Data-flow integrity
 - DFI, HDFI: Enforcing data-flow graph
- Code-pointer integrity
 - CPI: Store in safe region
- Code- and data-pointer integrity
 - PARTS: Integrity of all code- and data-pointers

- **Prevents** all spatial and temporal memory errors

- **Prevents** all spatial and temporal memory errors
- Spatial memory safety
 - Softbound, Hardbound: Bounds for each object

- **Prevents** all spatial and temporal memory errors
- Spatial memory safety
 - Softbound, Hardbound: Bounds for each object
- Temporal memory safety
 - Watchdog: Metadata stored in shadow memory

- **Prevents** all spatial and temporal memory errors
- Spatial memory safety
 - Softbound, Hardbound: Bounds for each object
- Temporal memory safety
 - Watchdog: Metadata stored in shadow memory
- **Large** performance overhead

- **Prevents** all spatial and temporal memory errors
- Spatial memory safety
 - Softbound, Hardbound: Bounds for each object
- Temporal memory safety
 - Watchdog: Metadata stored in shadow memory
- **Large** performance overhead
- **Hardware support is needed!**

- Lock-and-key approach

- Lock-and-key approach

```
char *ptr = new char[8];
```

```
ptr[2] = ...
```



```
ptr[8] = ...
```

Memory Coloring

- Lock-and-key approach

```
char *ptr = new char[8];
```

```
ptr[2] = ....
```



```
ptr[8] = ....
```

- Memory Allocation: lock object with a distinct color
- Memory Access: access object with the correct color

- Assigning metadata to memory chunks
- Each N -bytes of memory are tagged with a M -bit tag

- Assigning metadata to memory chunks
- Each N-bytes of memory are tagged with a M-bit tag
- Hardware available: Memory Tagging Extension (MTE) in ARMv8.5
- A 4-bit tag for every 16-bytes of memory

Tagged Memory

- Assigning metadata to memory chunks
- Each N-bytes of memory are tagged with a M-bit tag
- Hardware available: Memory Tagging Extension (MTE) in ARMv8.5
- A 4-bit tag for every 16-bytes of memory
- Tag is transported in the upper, unused bits of the pointer



Tagged Memory

- Assigning metadata to memory chunks
- Each N-bytes of memory are tagged with a M-bit tag
- Hardware available: Memory Tagging Extension (MTE) in ARMv8.5
- A 4-bit tag for every 16-bytes of memory
- Tag is transported in the upper, unused bits of the pointer



- Google's MemTagSanitizer utilizes MTE for memory coloring

Tagged Memory Overhead

- Color needs to be stored in memory
- ARM MTE: 3%

Tagged Memory Overhead

- Color needs to be stored in memory
- ARM MTE: 3%
- Detection probability of 93%

Tagged Memory Overhead

- Color needs to be stored in memory
- ARM MTE: 3%
- Detection probability of 93%
- High detection probability for tag sizes of 16-bits
- Increases memory overhead to 12%

Tagged Memory Overhead

- Color needs to be stored in memory
- ARM MTE: 3%
- Detection probability of 93%
- High detection probability for tag sizes of 16-bits
- Increases memory overhead to 12%
- Security \leftrightarrow Memory Overhead
- Mainly used for debugging

CrypTag

- Goal: Enforcing **physical** and **logical** memory safety
- Maximize security guarantees and keep overhead at a minimum

- Goal: Enforcing **physical** and **logical** memory safety
- Maximize security guarantees and keep overhead at a minimum
- Combining transparent memory encryption and memory coloring

- Each memory object is tagged with a color
- Color is transported in upper bits of the pointer

- Each memory object is tagged with a color
- Color is transported in upper bits of the pointer
- Color tweaks the encryption of the memory object
- Each memory object is encrypted with a distinct color
- Accessing memory object with correct color decrypts it

- Each memory object is tagged with a color
- Color is transported in upper bits of the pointer
- Color tweaks the encryption of the memory object
- Each memory object is encrypted with a distinct color
- Accessing memory object with correct color decrypts it
 - No color storage overhead
 - No memory traffic overhead
 - Increase color size

- Memory encryption
 - Color mismatch decrypts with wrong tweak
 - Security policy **S1**

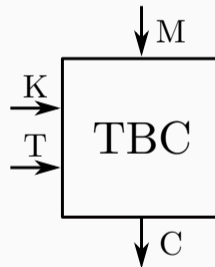
- Memory encryption
 - Color mismatch decrypts with wrong tweak
 - Security policy **S1**
- Memory encryption and authentication
 - Color mismatch triggers an authentication error
 - Security policy **S2**

Implementation

- Minimal hardware changes

- Minimal hardware changes
- Instruction to set color in unused upper bits of a pointer
- MMU ignores these bits in address translation
- Cache is extended to store the color
- CrypTag allows sub-cache line granularity

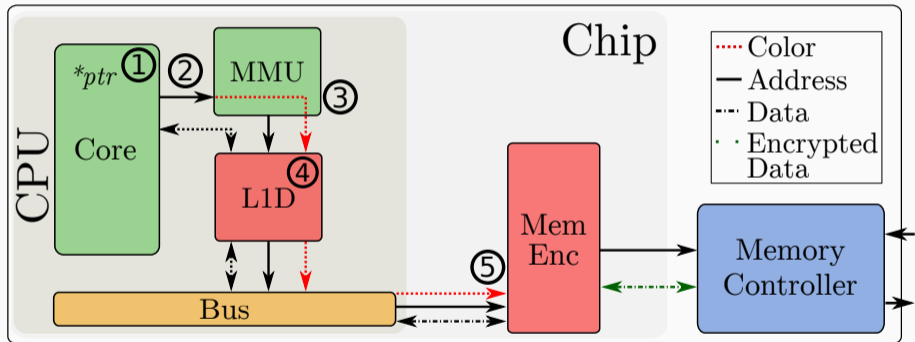
- Based on a system with transparent memory encryption
- Encryption or encryption and authentication
- Tweakable block cipher
- MEMSEC [Wer+17]
 - **S1**: QARMA
 - **S2**: ASCON



- Protection of heap, local, and global data

- Protection of heap, local, and global data
- Automatic instrumentation:
 - LLVM toolchain for local and global data
 - Tiny runtime library for heap allocations

```
void* __wrap_malloc(size_t size) {  
    size = roundup(size);  
    void *ptr = __real_malloc(size);  
    if (ptr == NULL) return NULL;  
    return mstp(ptr);  
}
```

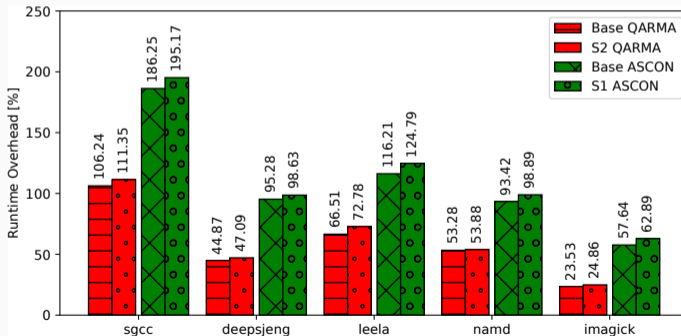


Evaluation

- Hardware overhead of less than 93%
- Tag generation and transportation
- Cache overhead
 - Between 1.56% and 19.53%

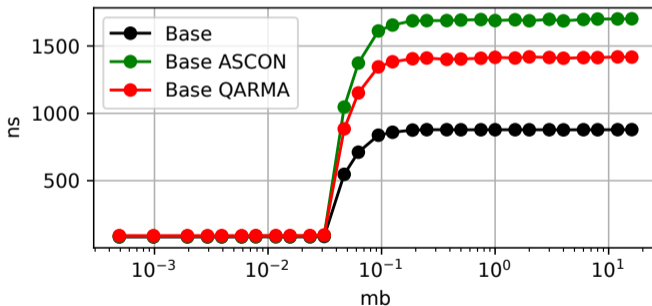
Runtime Overhead

- SPEC2017: 5.2% and 6.1%
- SciMark2: 3.9% and 4.79%
- MiBench: 1.5% and 4.9%



Prototype Limitations

- On top of the memory encryption overhead
- MEMSEC: up to 110%
- Commercial solutions [Rob20]: 5% to 26%



Security Discussion

- CrypTag is a probabilistic scheme
- Large tag sizes enables a high detection probability

- CrypTag is a probabilistic scheme
- Large tag sizes enables a high detection probability
- Spatial memory safety:
 - **S1**: Pseudorandom value
 - **S2**: Authentication error

- CrypTag is a probabilistic scheme
- Large tag sizes enables a high detection probability
- Spatial memory safety:
 - **S1**: Pseudorandom value
 - **S2**: Authentication error
- Temporal memory safety:
 - **S1**: Pseudorandom value
 - **S2**: Authentication error

- CrypTag is a probabilistic scheme
- Large tag sizes enables a high detection probability
- Spatial memory safety:
 - **S1**: Pseudorandom value
 - **S2**: Authentication error
- Temporal memory safety:
 - **S1**: Pseudorandom value
 - **S2**: Authentication error
- Physical memory safety

Conclusion

- Extension to systems already featuring a transparent memory encryption
- Memory coloring scheme utilizing transparent memory encryption
- Low performance ($< 6.2\%$) and hardware overhead ($< 1\%$)
- Larger tag sizes (e.g., 25-bits)
- Suitable as a security countermeasure
- RISC-V implementation and custom LLVM-based toolchain

Thank you!


CrypTag: Thwarting Physical and Logical Memory Vulnerabilities using Cryptographically Colored Memory


**Pascal Nasahl, Robert Schilling, Mario Werner, Jan Hoogerbrugge, Marcel Medwed,
Stefan Mangard**

AsiaCCS'21, June 7-11, 2021

IAIK – Graz University of Technology

References

 J. A. Halderman, S. D. Schoen, N. Heninger, W. Clarkson, W. Paul, J. A. Calandrino, A. J. Feldman, J. Appelbaum, and E. W. Felten. Lest We Remember: Cold Boot Attacks on Encryption Keys. In: USENIX Security Symposium. 2008.

 M. Miller. Trends, Challenges, and Strategic Shifts in the Software Vulnerability Mitigation Landscape. In: BlueHat IL (2019).

 MITRE. CWE Top 25 Most Dangerous Software Errors. 2019.

 H. Nurmi. Sniff, there leaks my BitLocker key. 2020.

 A. Roberto-Maria. Memory Protection for the ARM Architecture. 2020.



L. Szekeres, M. Payer, T. Wei, and D. Song. SoK: Eternal War in Memory. In: IEEE Symposium on Security and Privacy – S&P. 2013.



M. Werner, T. Unterluggauer, R. Schilling, D. Schaffenrath, and S. Mangard. Transparent memory encryption and authentication. In: Field Programmable Logic and Applications – FPL. 2017.