What if

software had no bugs?

Herbert Bos

Vrije Universiteit Amsterdam

2010

Security problems are caused by

- **Software bugs**, and
- **Configuration bugs**

Impossible

to write software without bugs

2016

Even if the software is perfect

–and well-configured

it is **still vulnerable!**

What does that mean for

formally verified systems?

Credits

Erik Bosman
Ben Gras
Kaveh Razavi
Victor van der Veen
Cristiano Giuffrida

VUSec

https://vusec.net

BinArmor	(USENIX ATC '12)
ASLR3	(USENIX Sec '12)
ShrinkWrap	(ACSAC '15)
StackArmor	(NDSS '15)
PathArmor	(CCS '15)
TypeArmor	(S&P '16)
MvArmor	(DSN '16)
CodeArmor	(EuroS&P'16)
APM	(USENIX Sec '16)
VTPin	(ACSAC '16)
TypeSan	(CCS '16)

Defenses

Out of Control	(S&P '14)
SROP	(S&P '14)
Size Does Matter	(USENIX Sec '14)
Allocation Oracles	(USENIX Sec '16)
Thread Spraying	(USENIX Sec '16)
Dedup est machina	(S&P'16)
Flip Feng Shui	(USENIX Sec '16)
Drammer	(CCS'16)

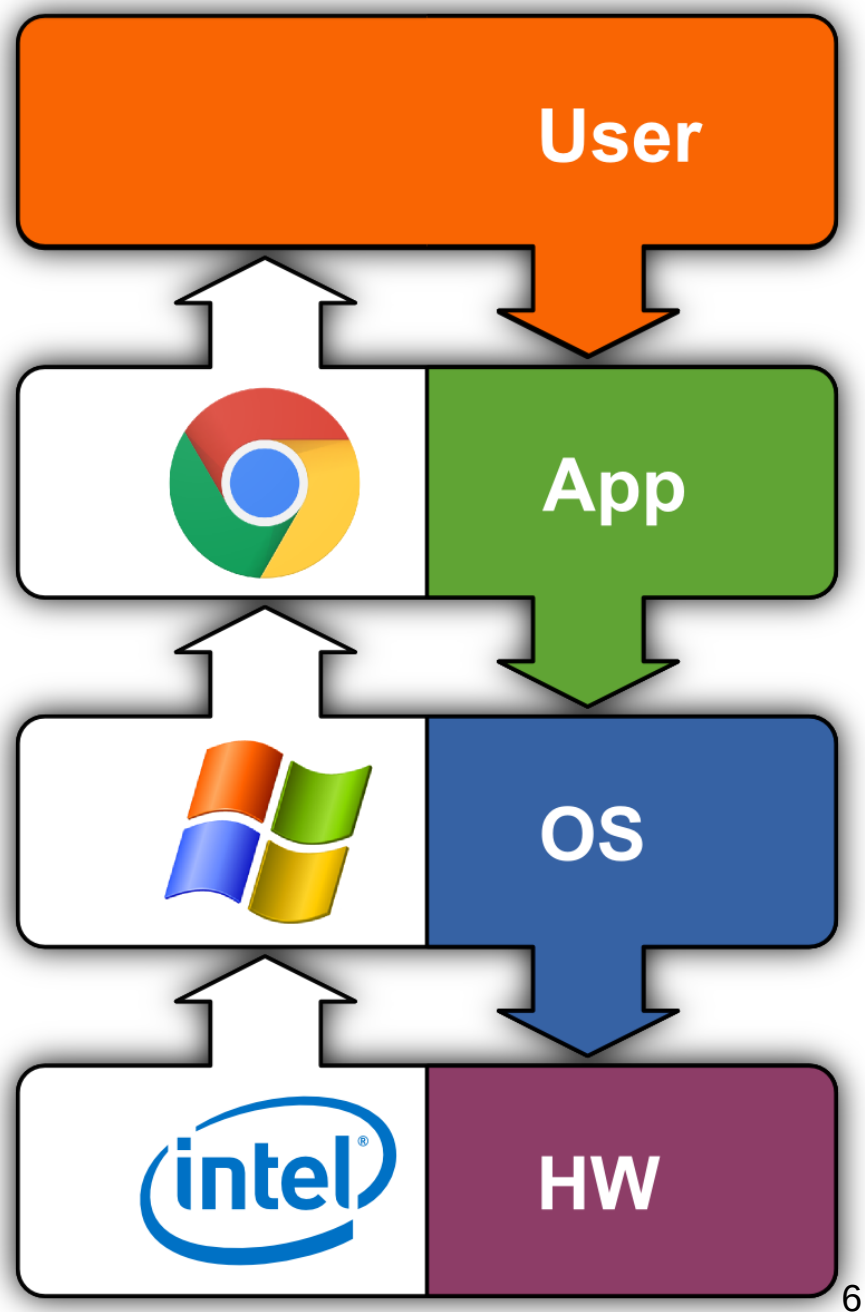
Attacks

VUSec

https://vusec.net

Software Exploitation:

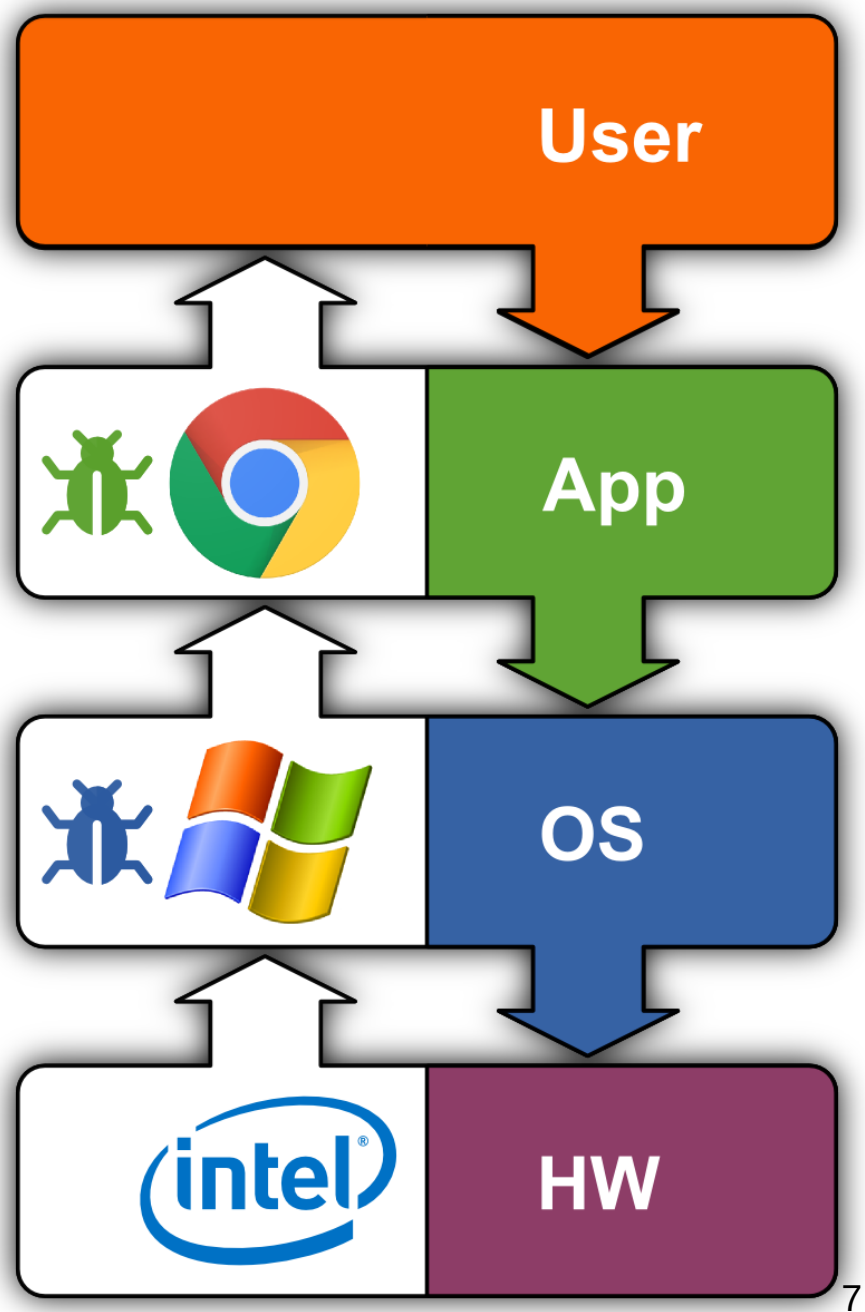
2010



Software Exploitation:

2010

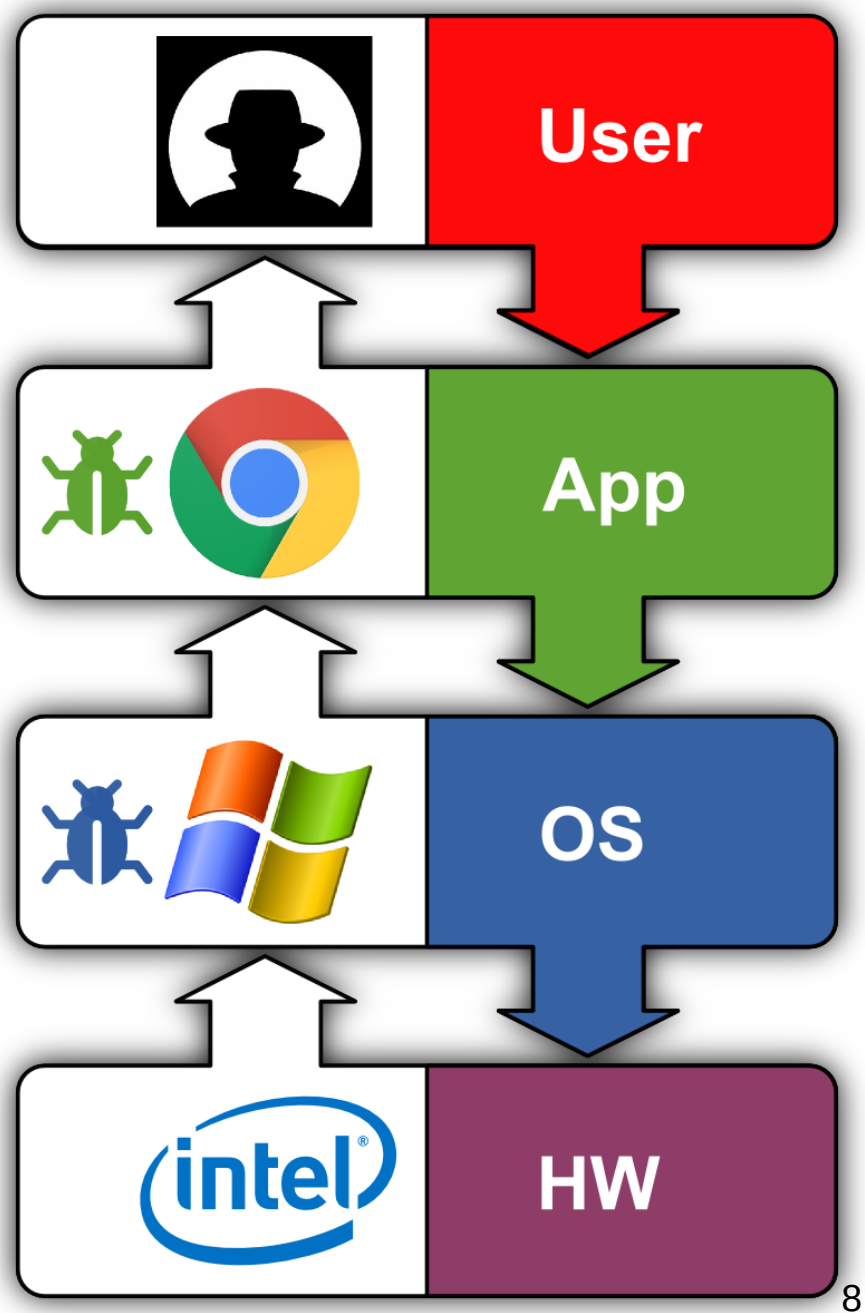
Bugs, Bugs Everywhere!



Software Exploitation:

2010

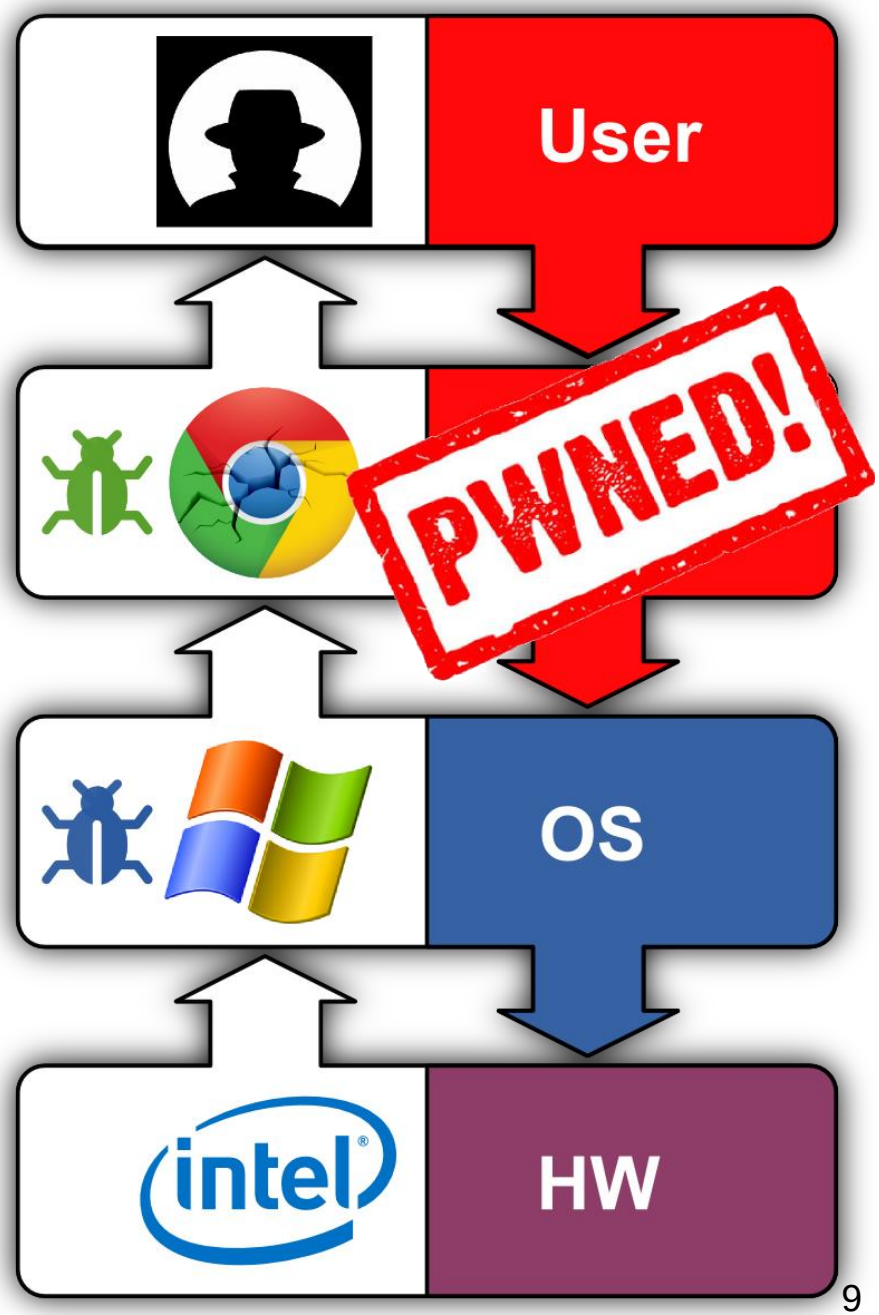
Attacker Exploits Vulnerable Software



Software Exploitation:

2010

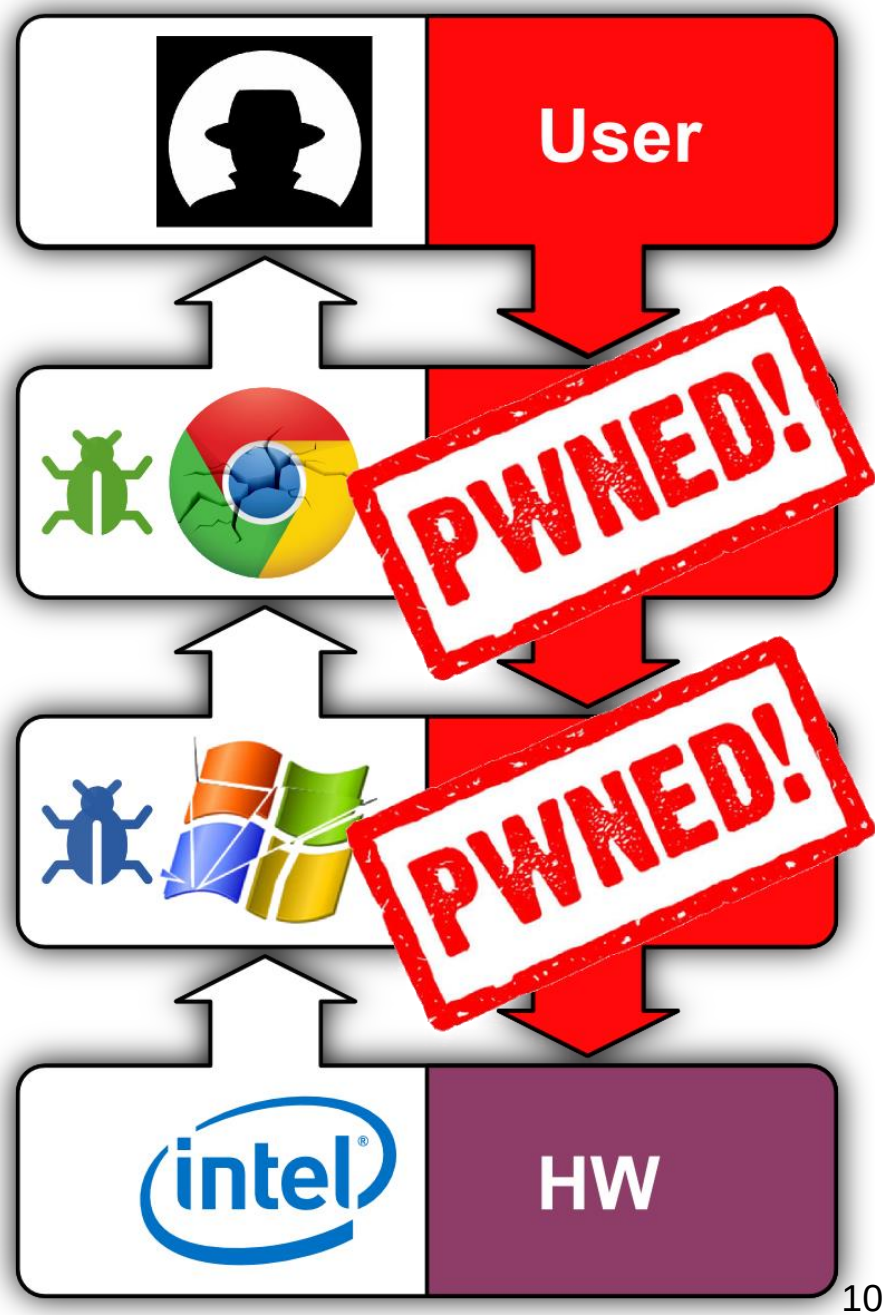
Attacker Owns Application



Software Exploitation:

2010

Attacker Owns System



Software Exploitation: 2010

Systems security problems caused by **bugs**

- Software and configuration bugs
- Weak security implementations

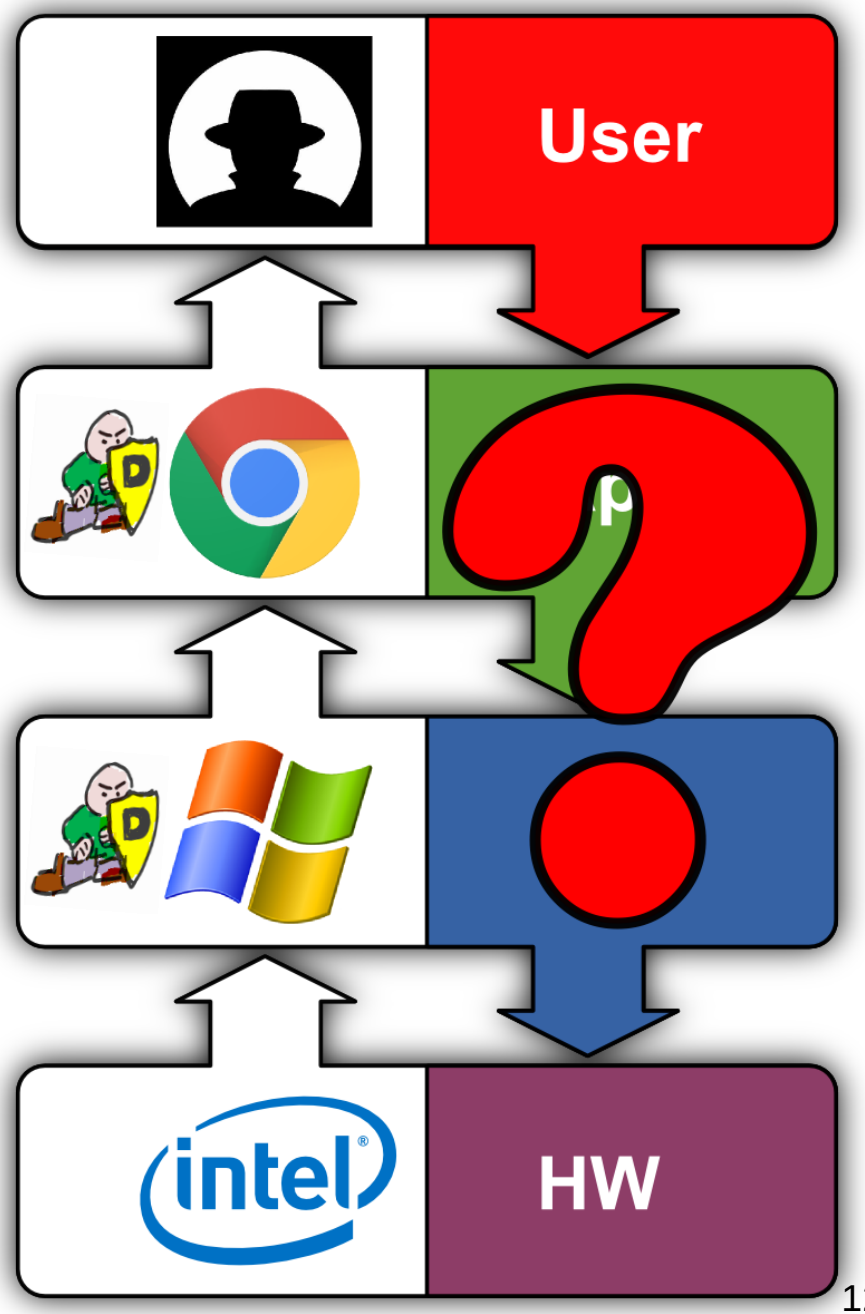
Impossible to write software without bugs

- However, we can mitigate their impact
- Many defenses proposed by industry and academia

Software Exploitation:

2016

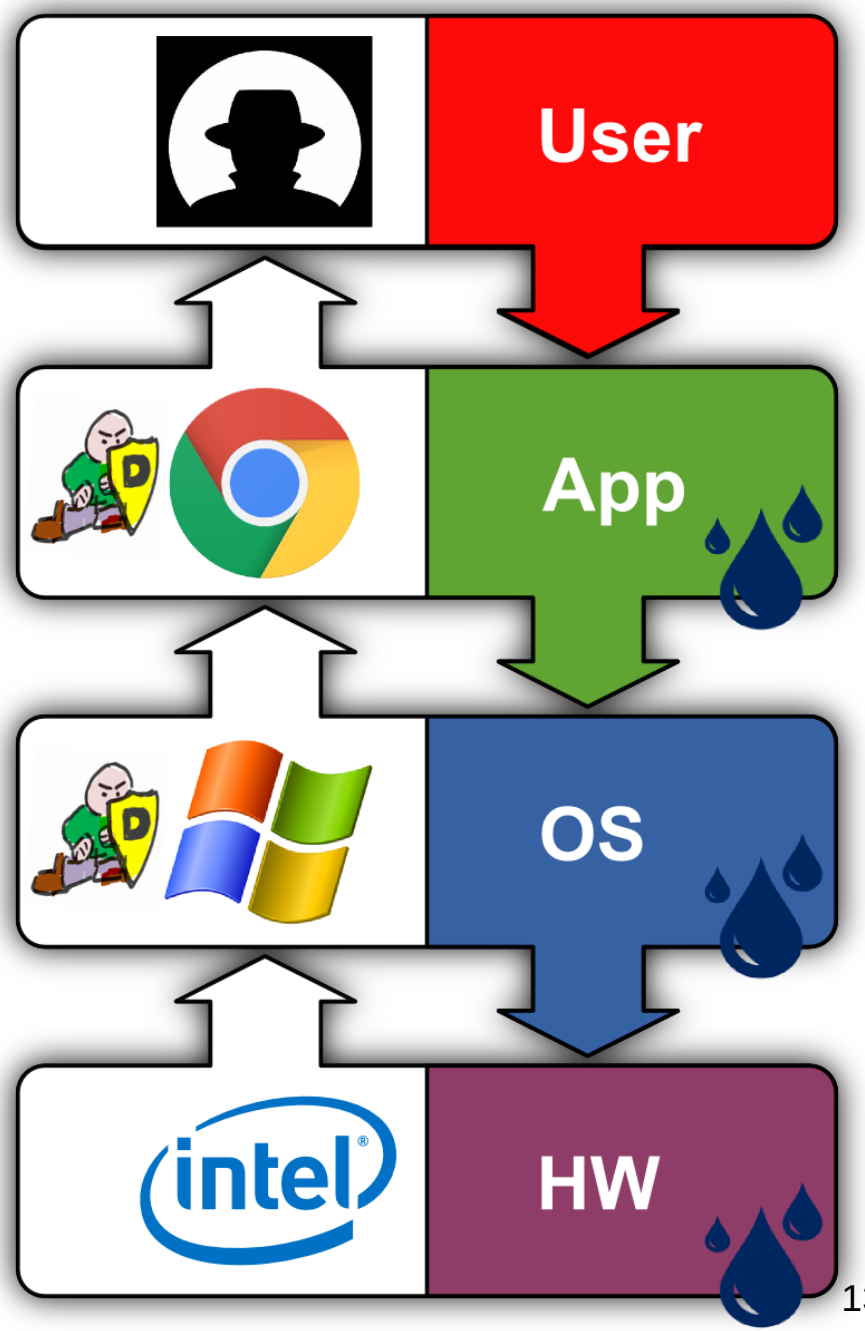
How to Find Memory R/W Primitives?



Software Exploitation:

2016

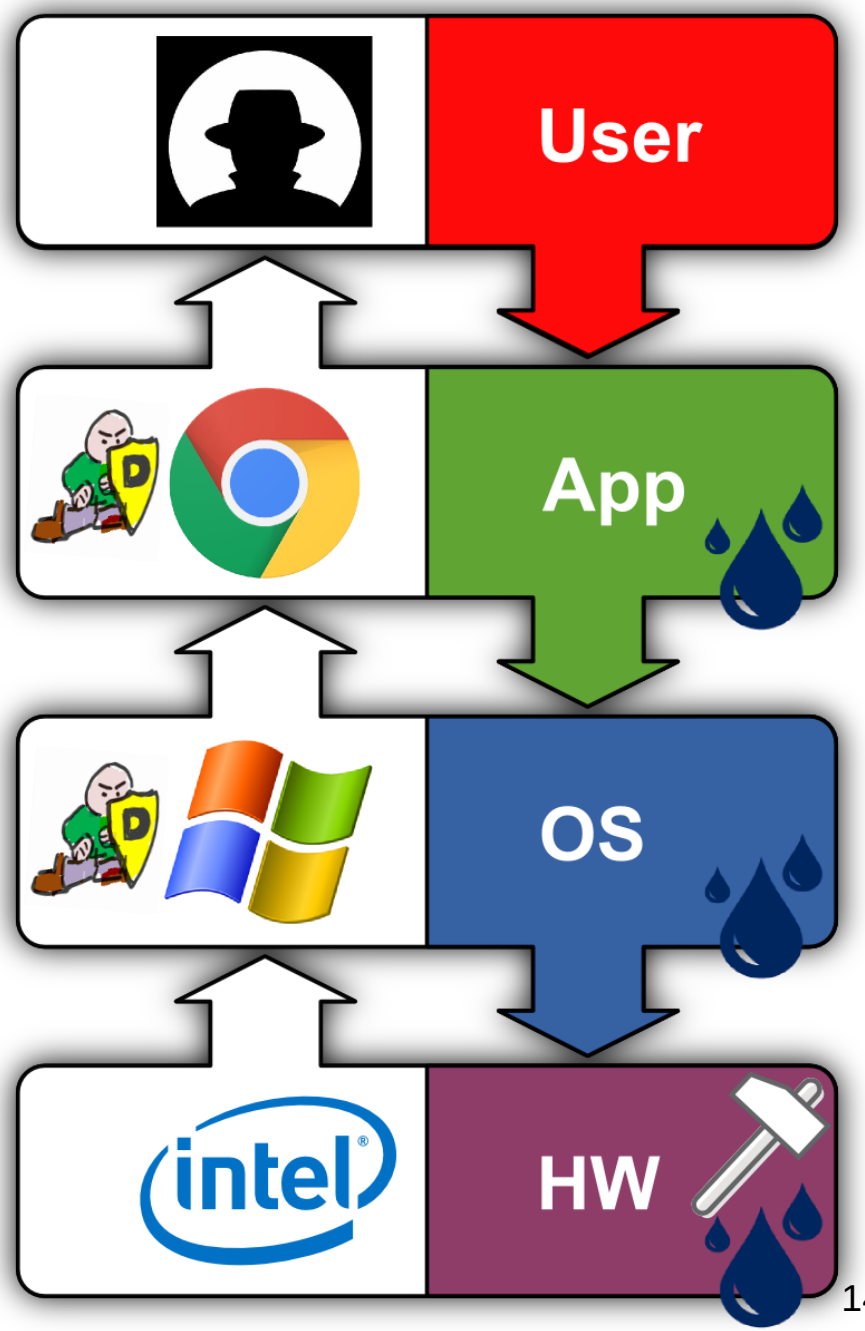
Memory R: Hw/Sw Side Channels



Software Exploitation:

2016

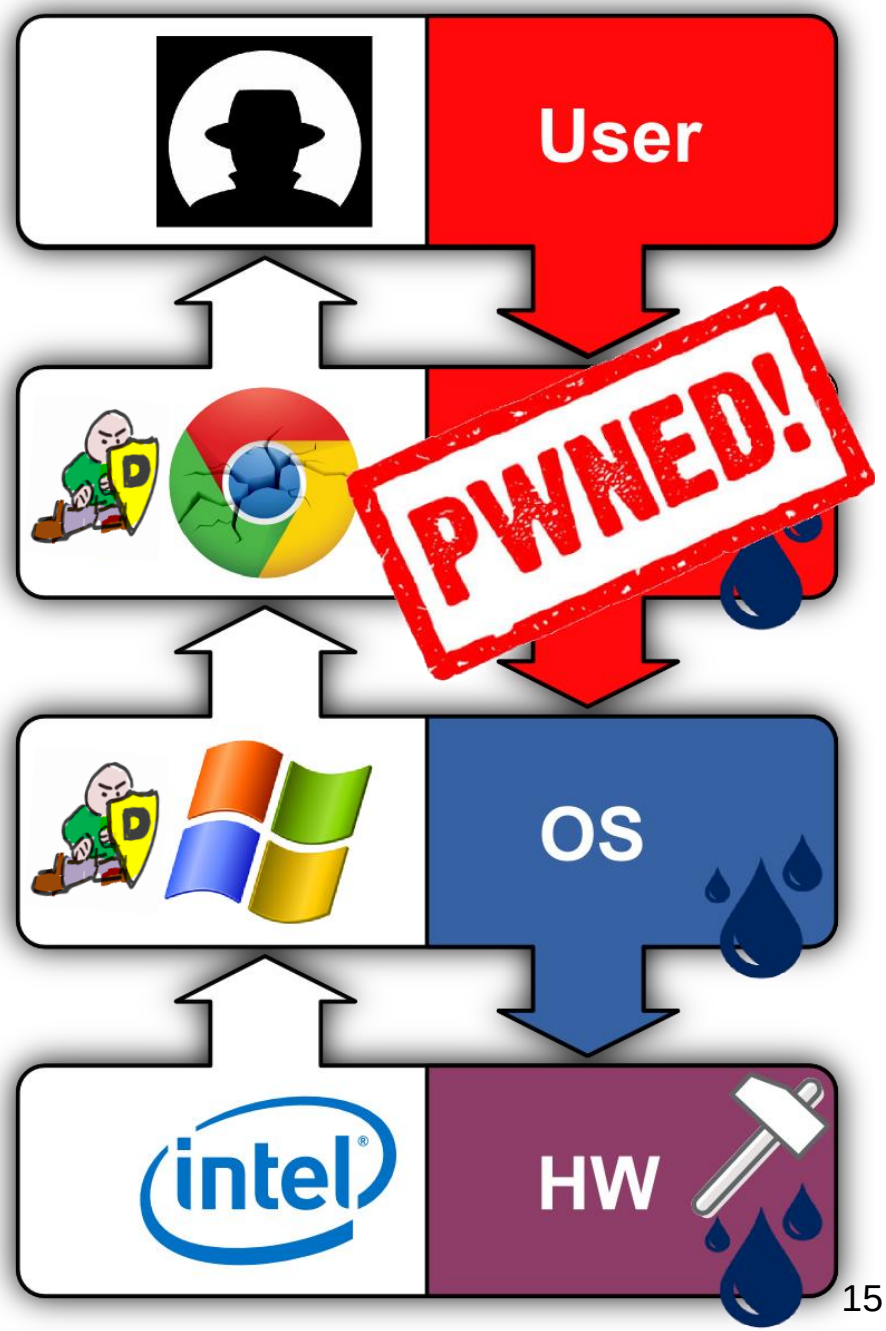
Memory W: Hardware Glitches



Software Exploitation:

2016

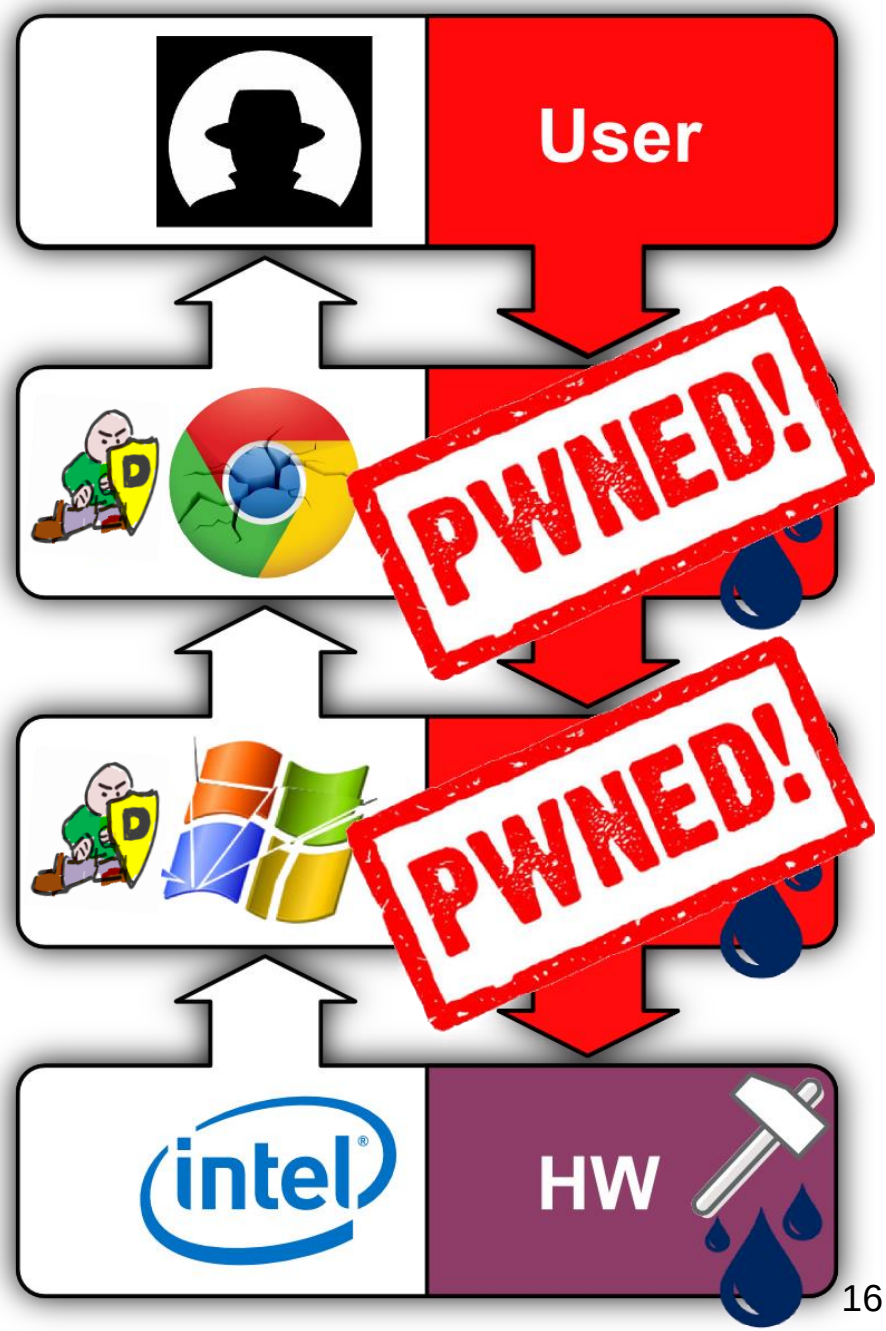
Memory R/W: Back to Reliable Exploits



Software Exploitation:

2016

Memory R/W: Back to Reliable Exploits



Software Exploitation: 2016

Even if the software is **perfect**...

...with no bugs, well-configured, and latest defenses

...it is still **vulnerable**!

Attackers abuse **properties** of modern hw and sw for reliable exploitation

We'll look at **2 examples** (browsers, clouds) with **2 properties** (dedup, Rowhammer)

EXAMPLE 1

Bug-free Exploitation in Browsers

Dedup Est Machina

Published at IEEE S&P 2016

with Erik, Kaveh, Cristiano

Won **Pwnie Award** at Black HAT 2016

black hat USA 2016

"Most Innovative Research"

Exploit of Microsoft Edge browser on Windows 10 from malicious JavaScript

...without relying on a single software bug

Dedup Est Machina

Memory deduplication
(software side channel)

Dedup Est Machina

Memory deduplication
(software side channel)
+
Rowhammer
(hardware glitch)

Dedup Est Machina

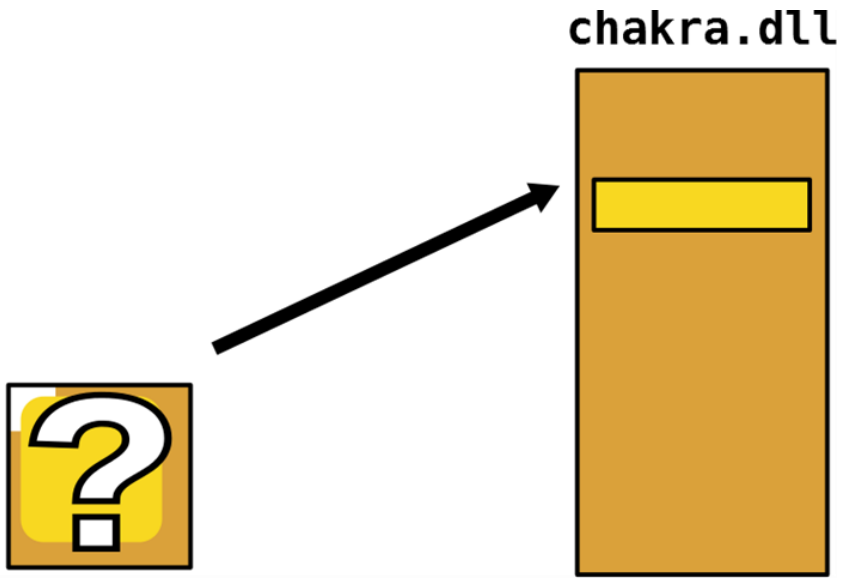
Memory deduplication
(software side channel)
+
Rowhammer
(hardware glitch)

Exploit MS Edge without software bugs
(from JavaScript)

Dedup Est Machina: Overview

Memory deduplication

Leak randomized heap and code pointers



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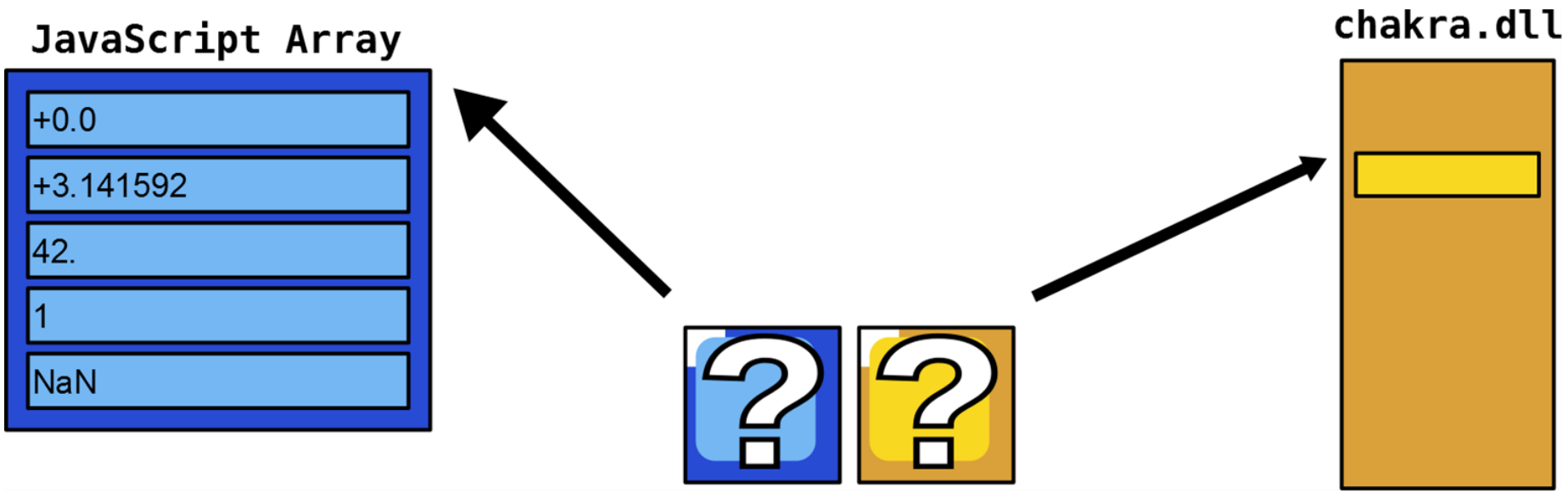
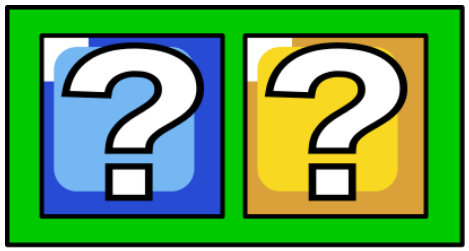


Dedup Est Machina: Overview

Memory deduplication

Leak randomized heap and code pointers

Create a fake JavaScript object



Dedup Est Machina: Overview

Memory deduplication

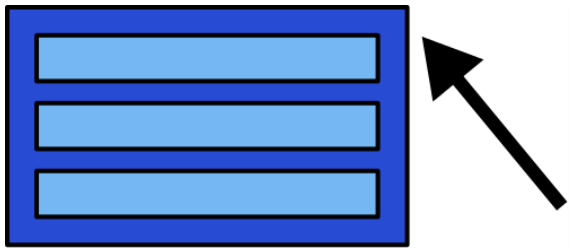
Leak randomized heap and code pointers

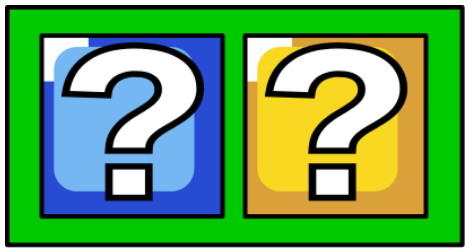
Create a fake JavaScript object

+

Rowhammer

Create a reference to our fake object





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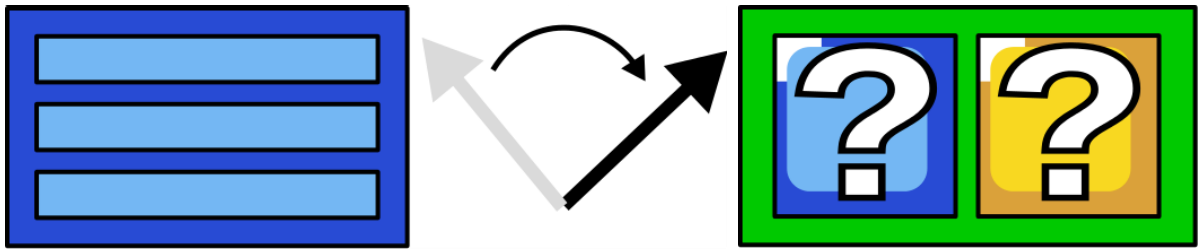


Memory Deduplication

A strategy to reduce physical memory usage

Removes duplication in physical memory

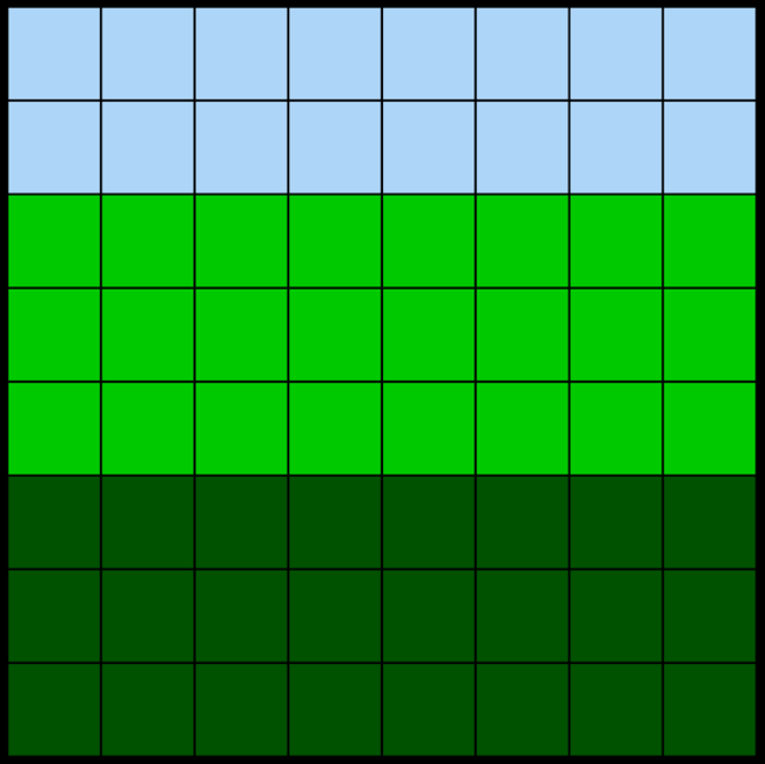
Common in virtualization environments

Now also enabled by **default on Windows**

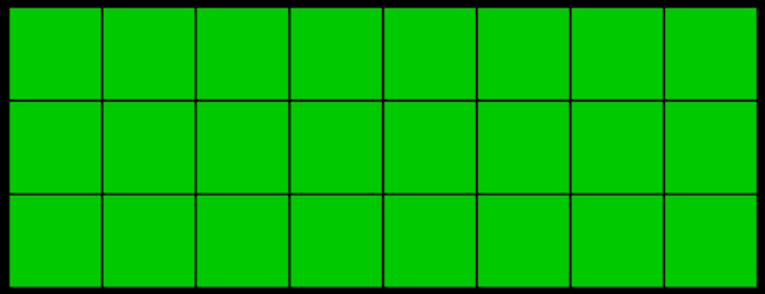
- Windows 8.1
- Windows 10

Memory Deduplication: Mechanics

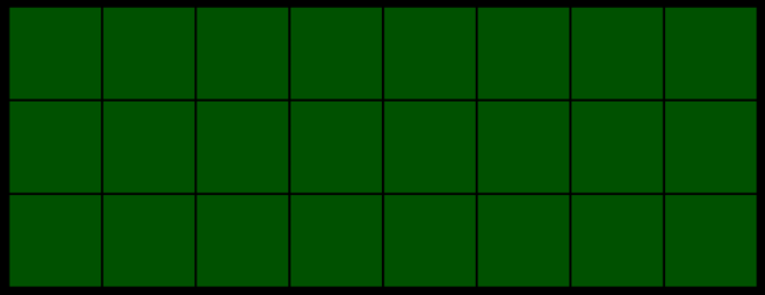
physical memory



process A

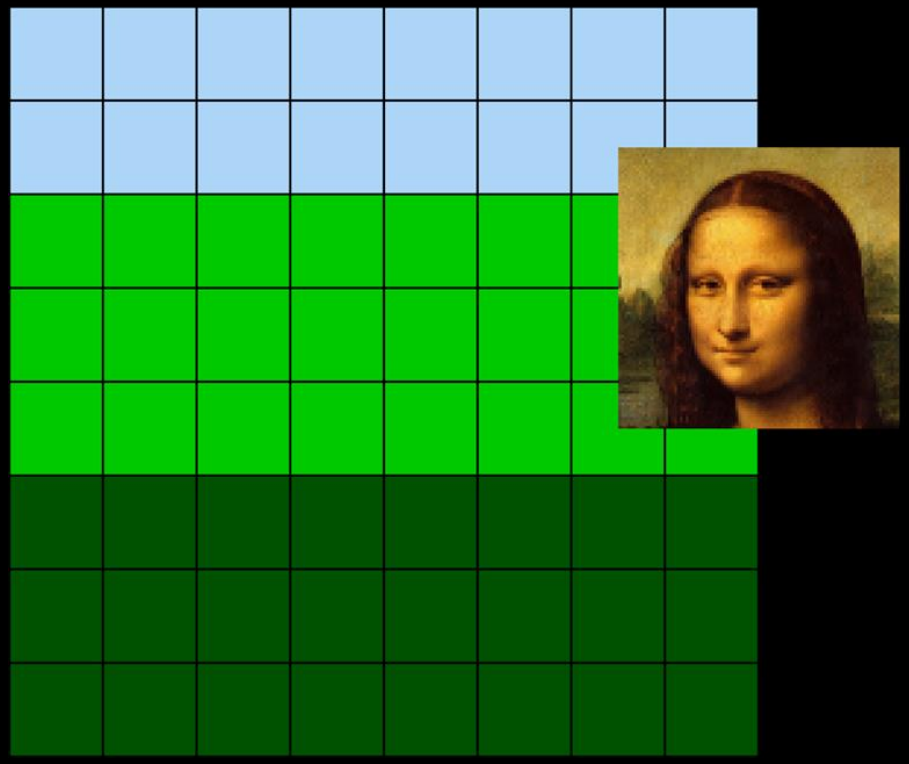


process B

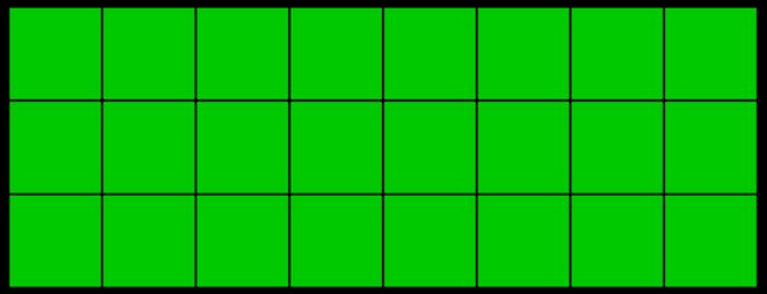


Memory Deduplication: Mechanics

physical memory



process A



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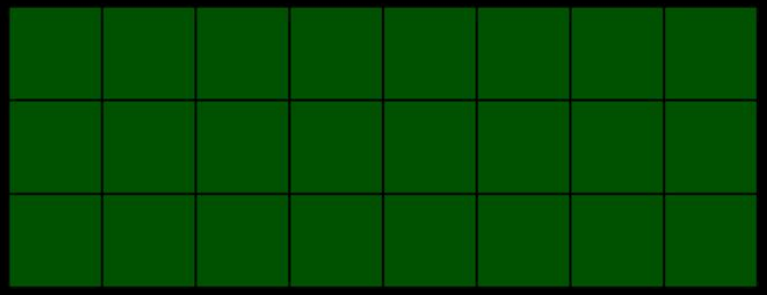
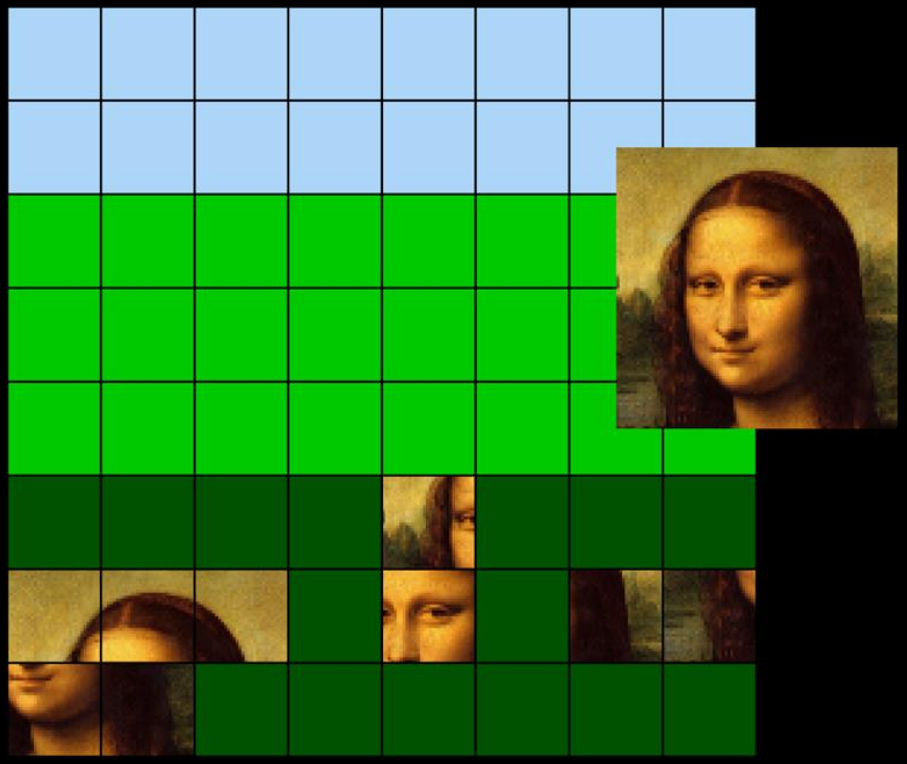
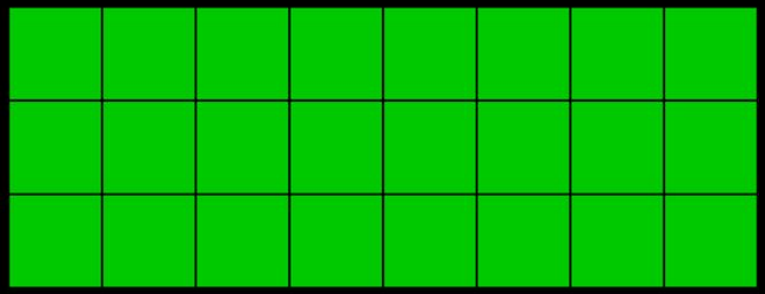


Memory Deduplication: Mechanics

physical memory



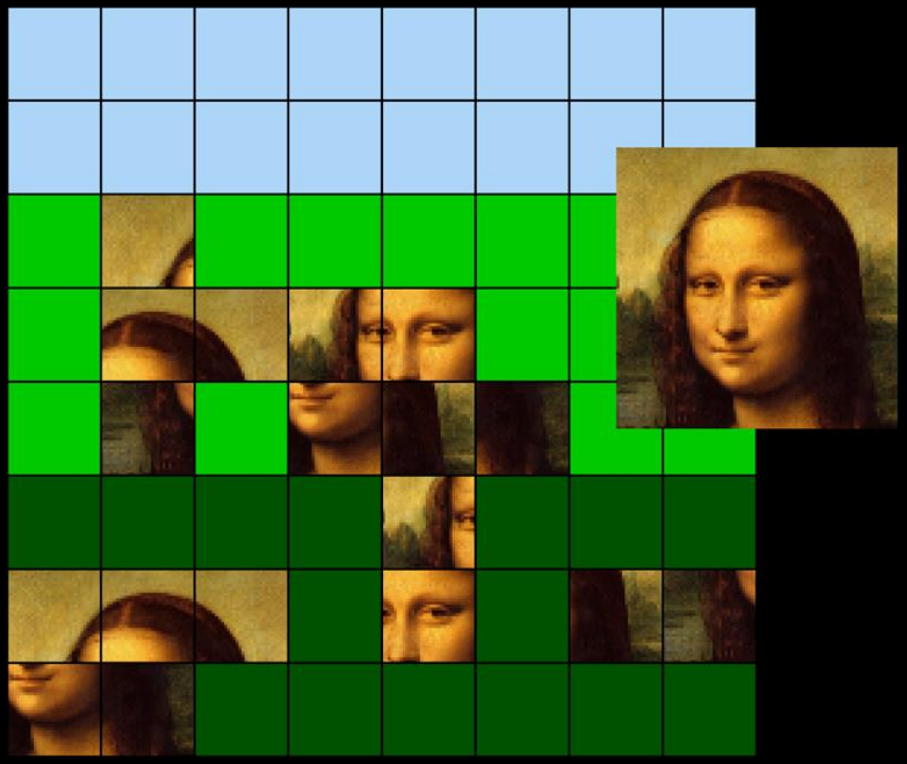
process A



process B

Memory Deduplication: Mechanics

physical memory



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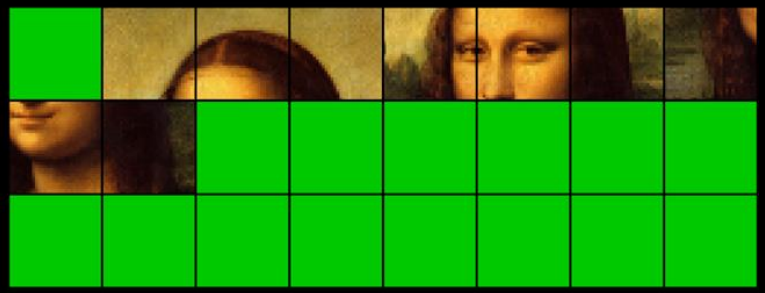
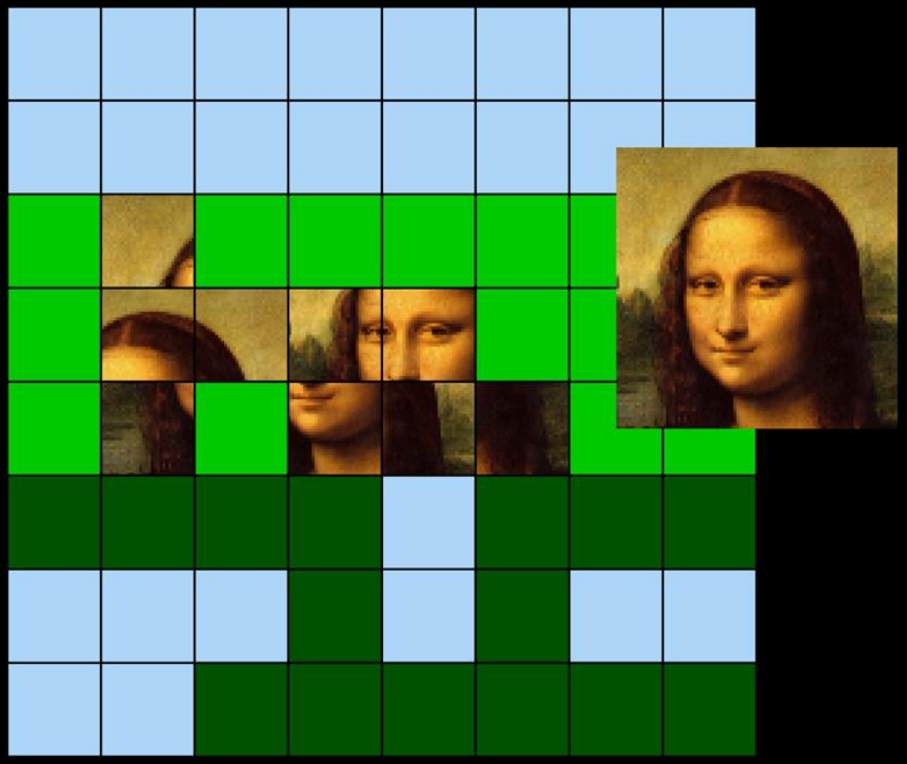


process B

Memory Deduplication: Mechanics

physical memory



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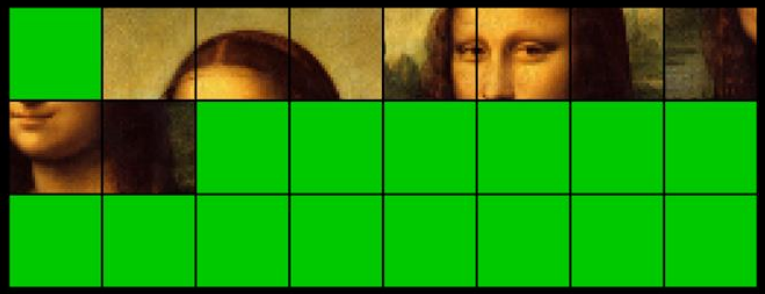
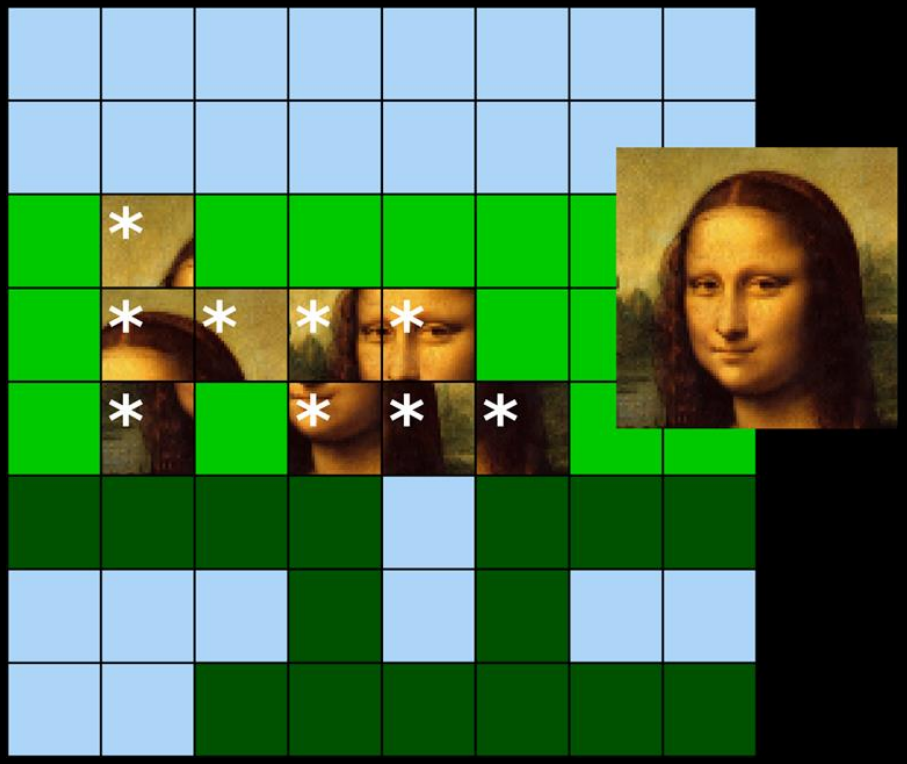


process B

Memory Deduplication: Mechanics

physical memory



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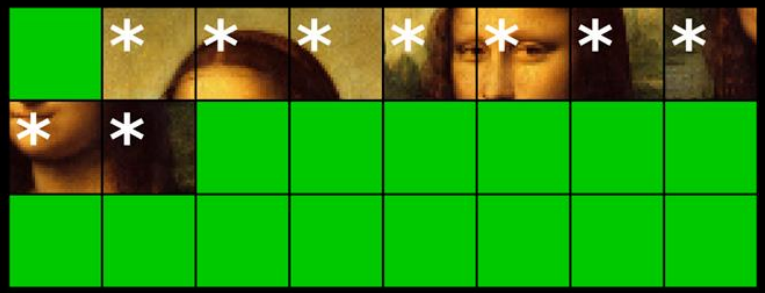
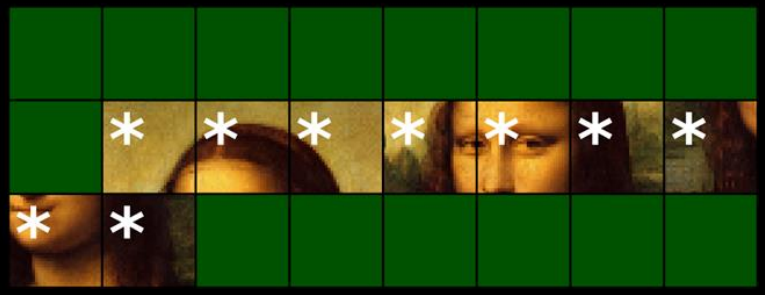


process B



Memory Deduplication: The Problem

Deduplicated memory is origin-agnostic

Merges pages across security boundaries

Attackers can use this as a **side channel**!

Memory Deduplication: Timing Side Channel

normal write

Memory Deduplication: Timing Side Channel

normal write

Memory Deduplication: Timing Side Channel

normal write

copy on write (due to deduplication)

Memory Deduplication: Timing Side Channel

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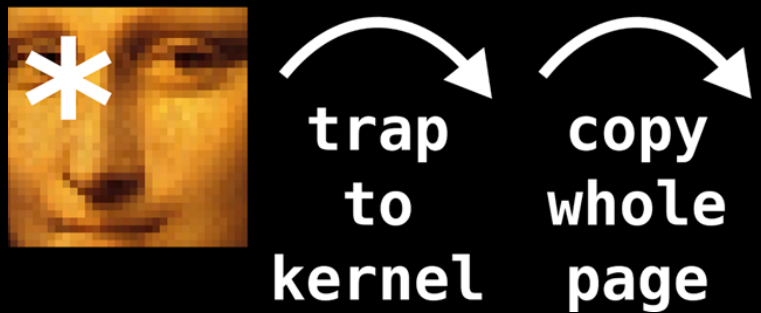

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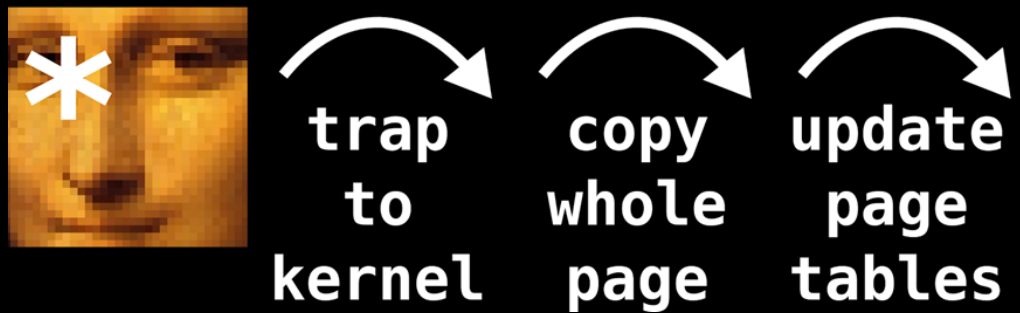

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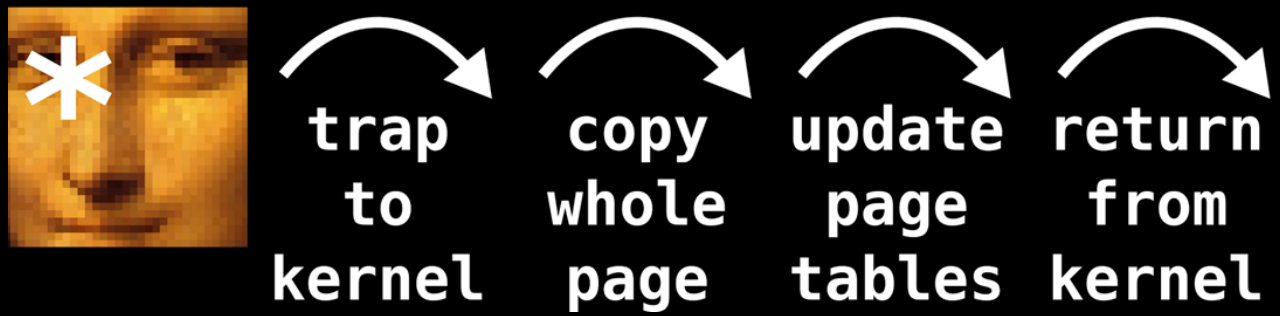


Memory Deduplication: Timing Side Channel

normal write

copy on write (due to deduplication)

Memory Deduplication: Side-channel Leaks

Attacker can now leak **1 bit** of information (directly from JavaScript and system-wide)

*“Does the victim process have **this** page in memory?”*

Memory Deduplication: Side-channel Leaks

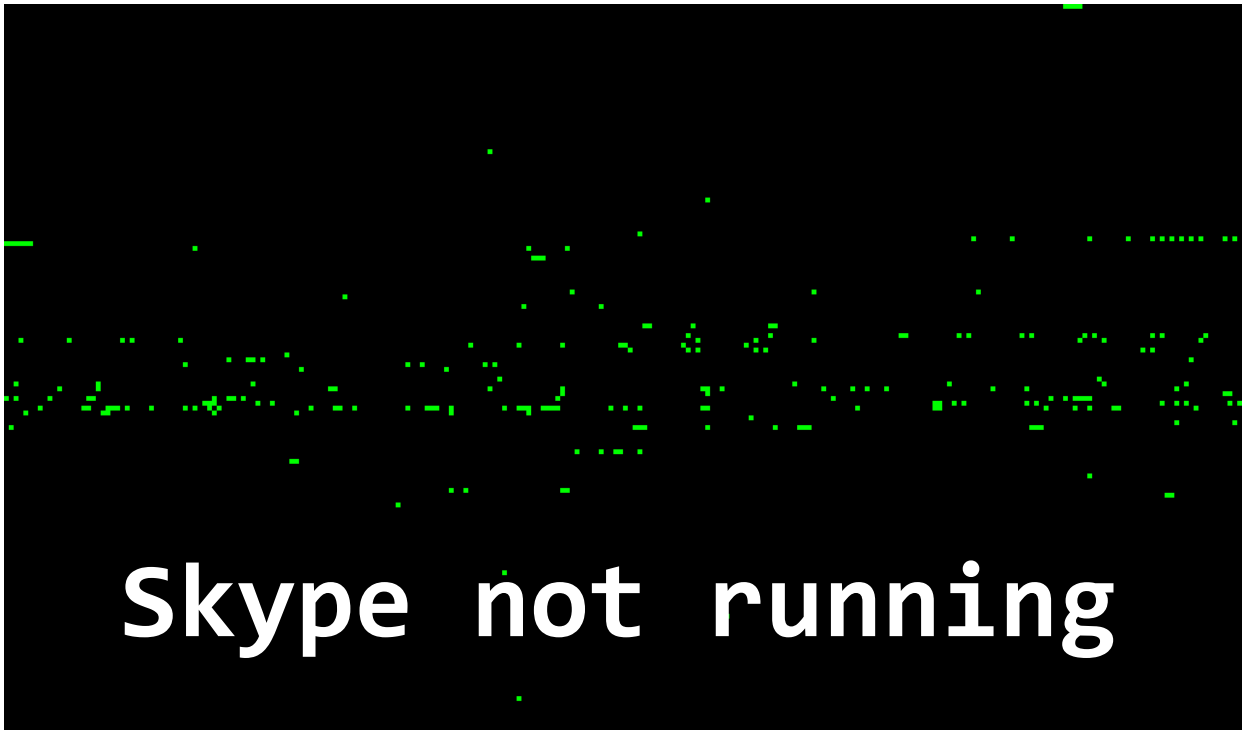
Very **coarse-grained**. Still interesting?

Is user logged into bank website X?

Memory Deduplication: Side-channel Leaks

Very **coarse-grained**. Still interesting?

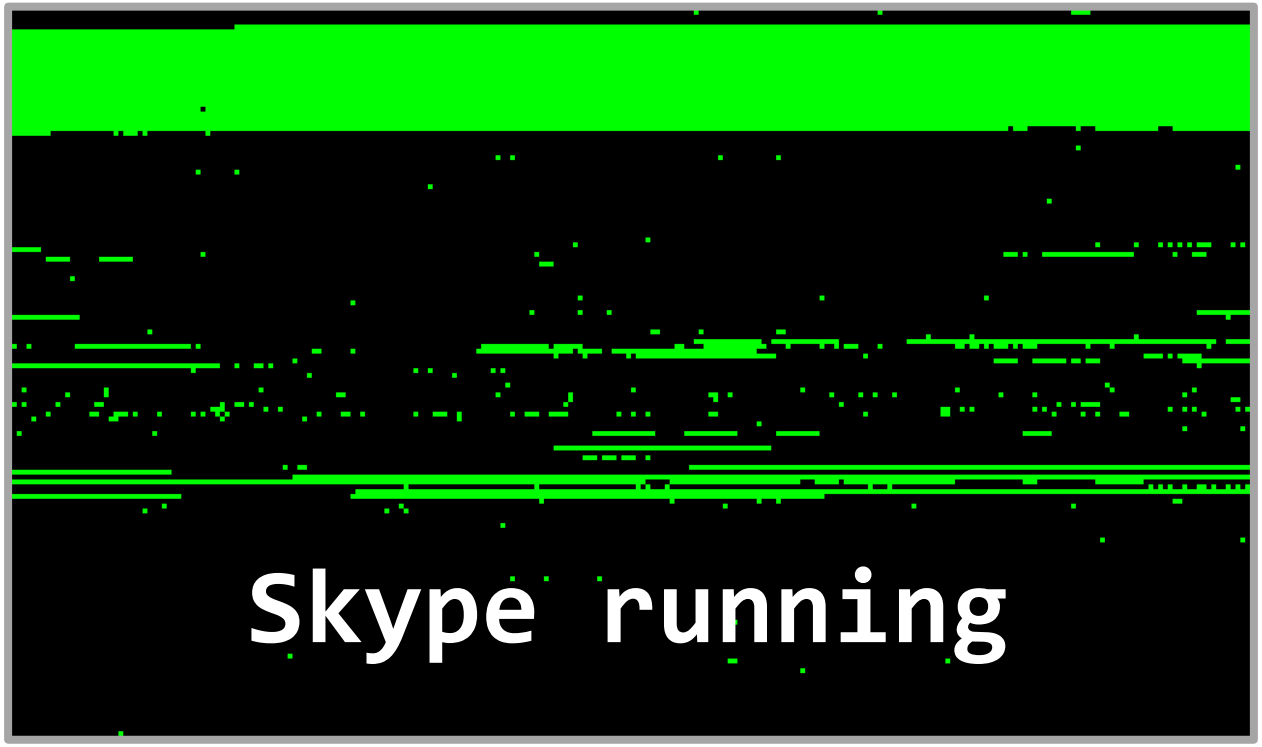
Is user running software X?



Memory Deduplication: Side-channel Leaks

Very **coarse-grained**. Still interesting?

Is user running software X?



Memory Deduplication: Software Exploitation

For software exploitation, 1 bit won't really cut it (e.g., need to leak 64-bit pointers for MS Edge)

*"Can we generalize this to leaking **arbitrary data** like randomized pointers or passwords?"*

Dedup Est Machina: Challenges

Challenge 1:

The secret we want to leak does not span an entire memory page

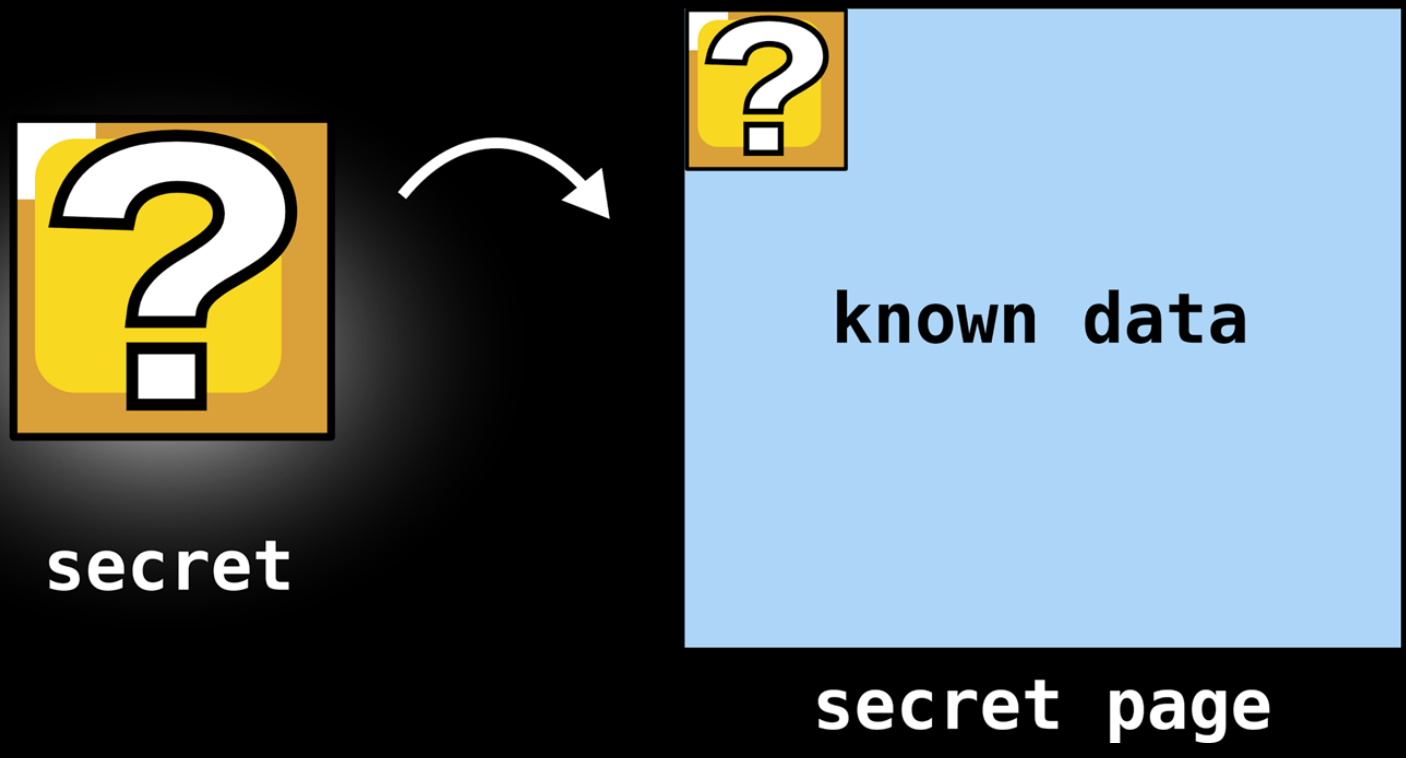
Dedup Est Machina: Challenges

Turning a secret into a page

secret

Dedup Est Machina: Challenges

Turning a secret into a page



Dedup Est Machina: Challenges

Challenge 2:

The secret to leak has too much entropy to leak it all at once

Dedup Est Machina: Challenges

Challenge 2:

The secret to leak has too much entropy to leak it all at once

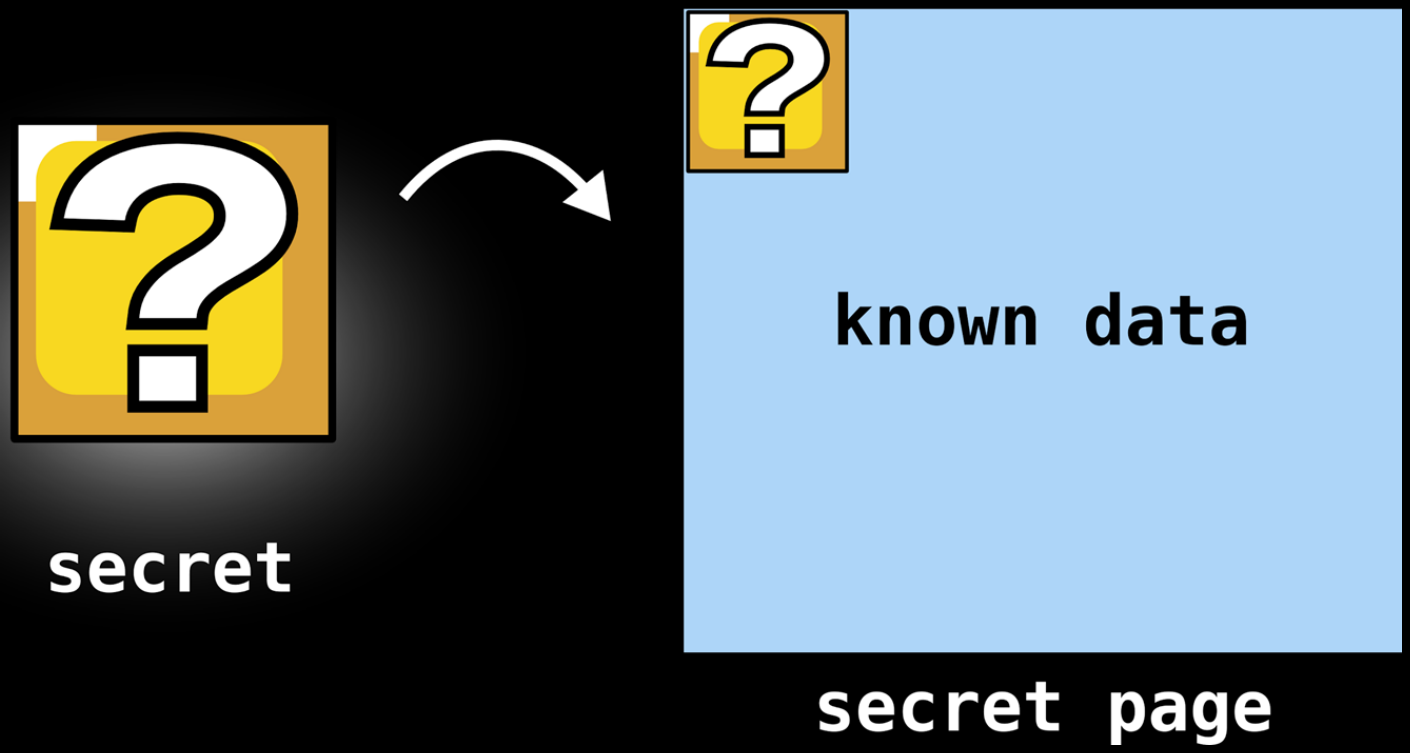
Primitive #1

Primitive #2

Primitive #3

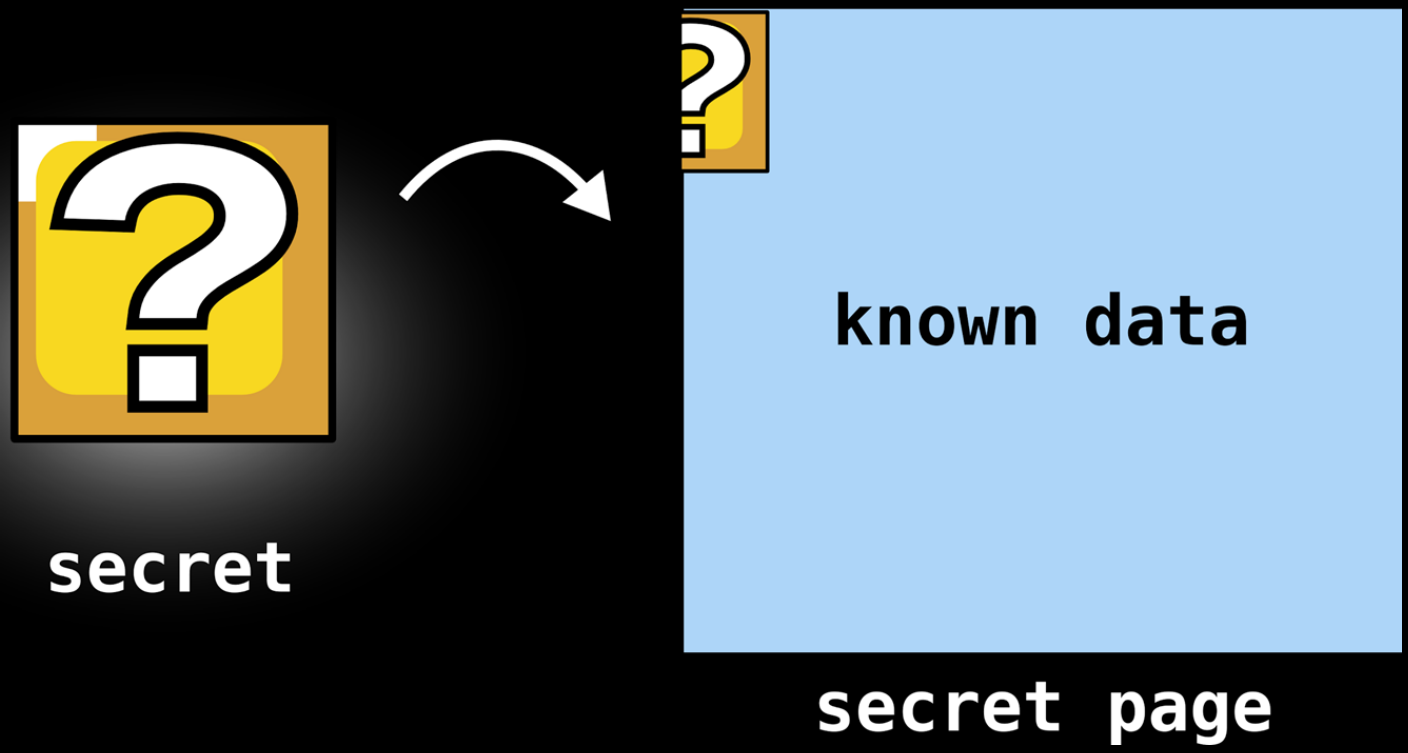
Dedup Est Machina: Primitives

Primitive #1: Alignment Probing



Dedup Est Machina: Primitives

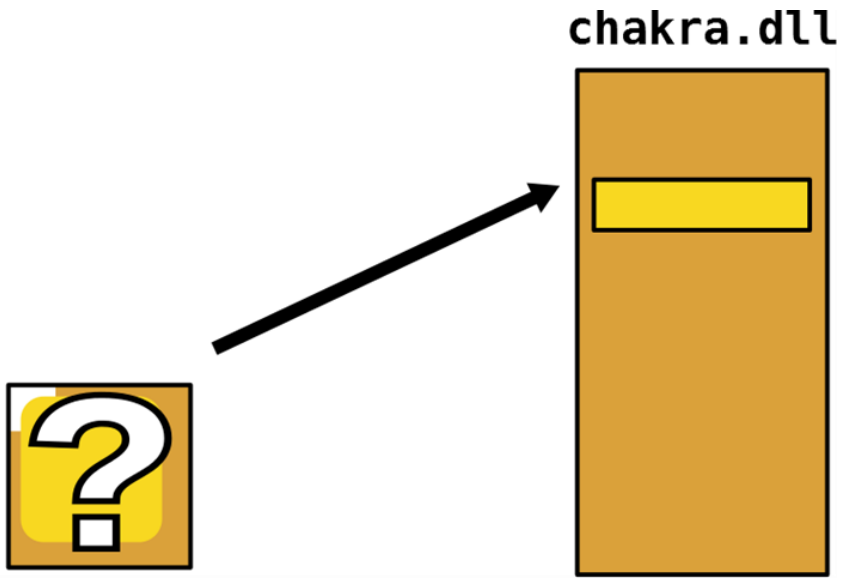
Primitive #1: Alignment Probing



Dedup Est Machina: Overview

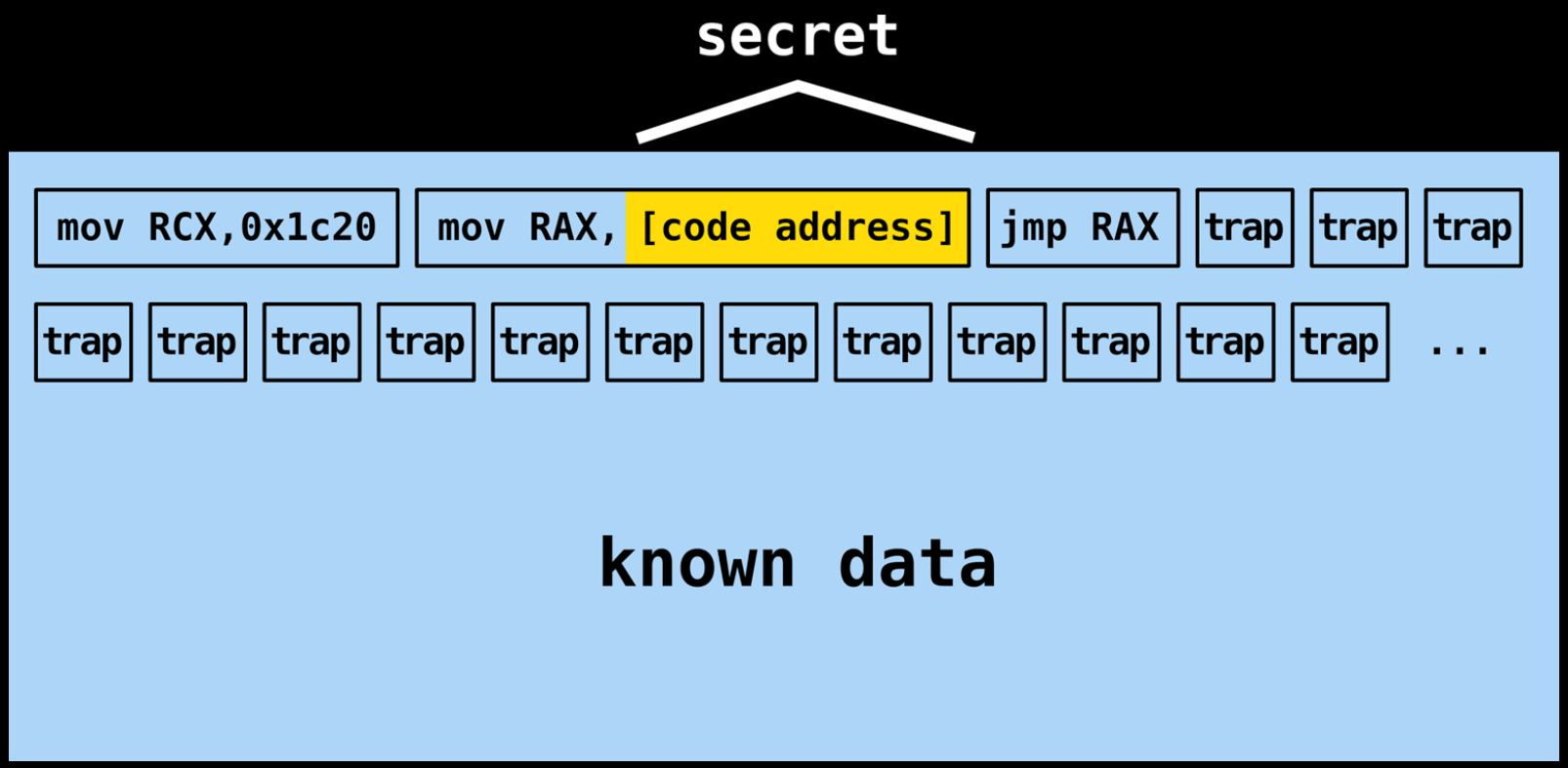
Memory deduplication

Leak randomized heap and code pointers



Dedup Est Machina: Leaking Code Pointer (#1)

JIT Function Epilogue in MS Edge



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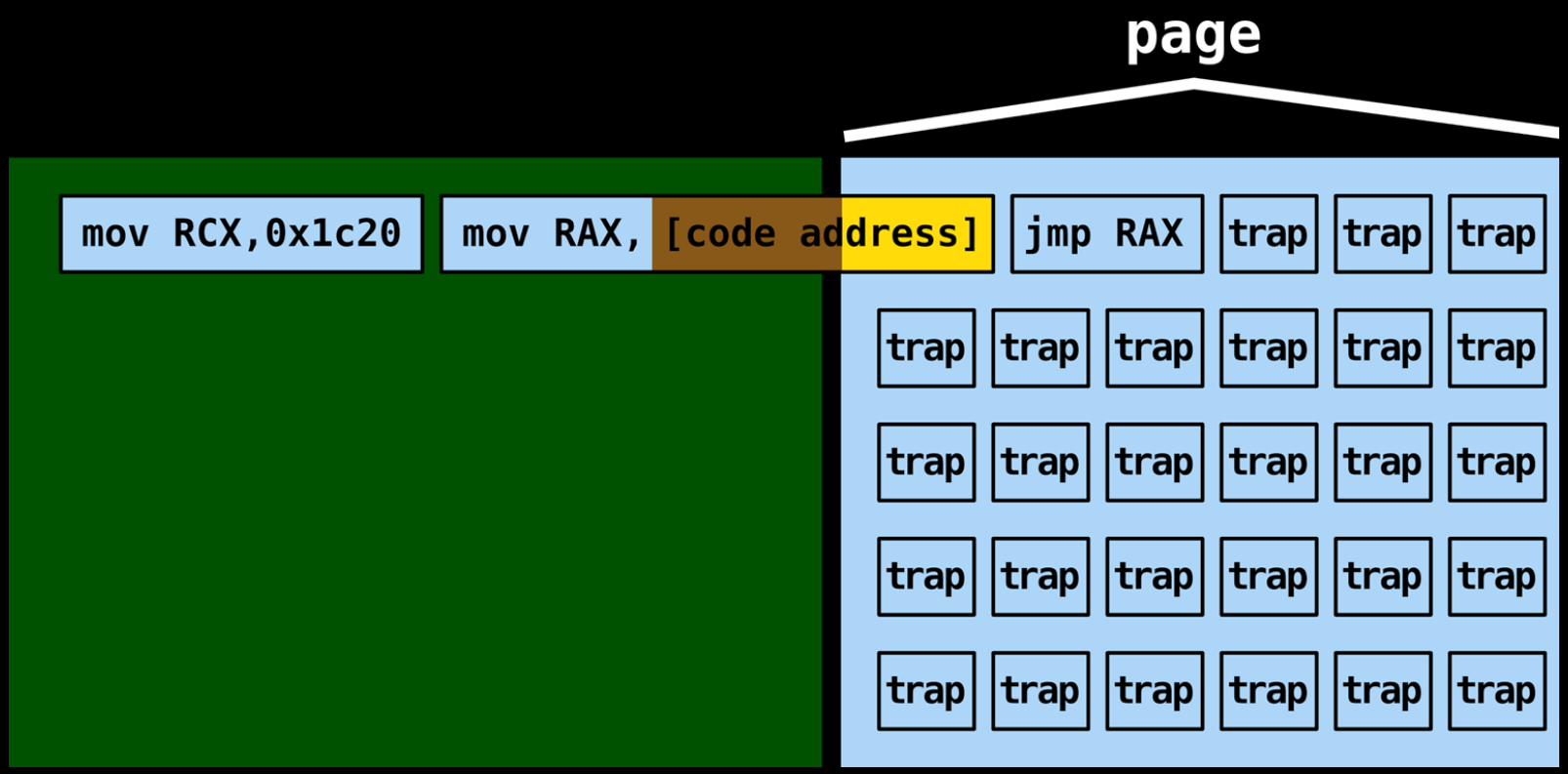

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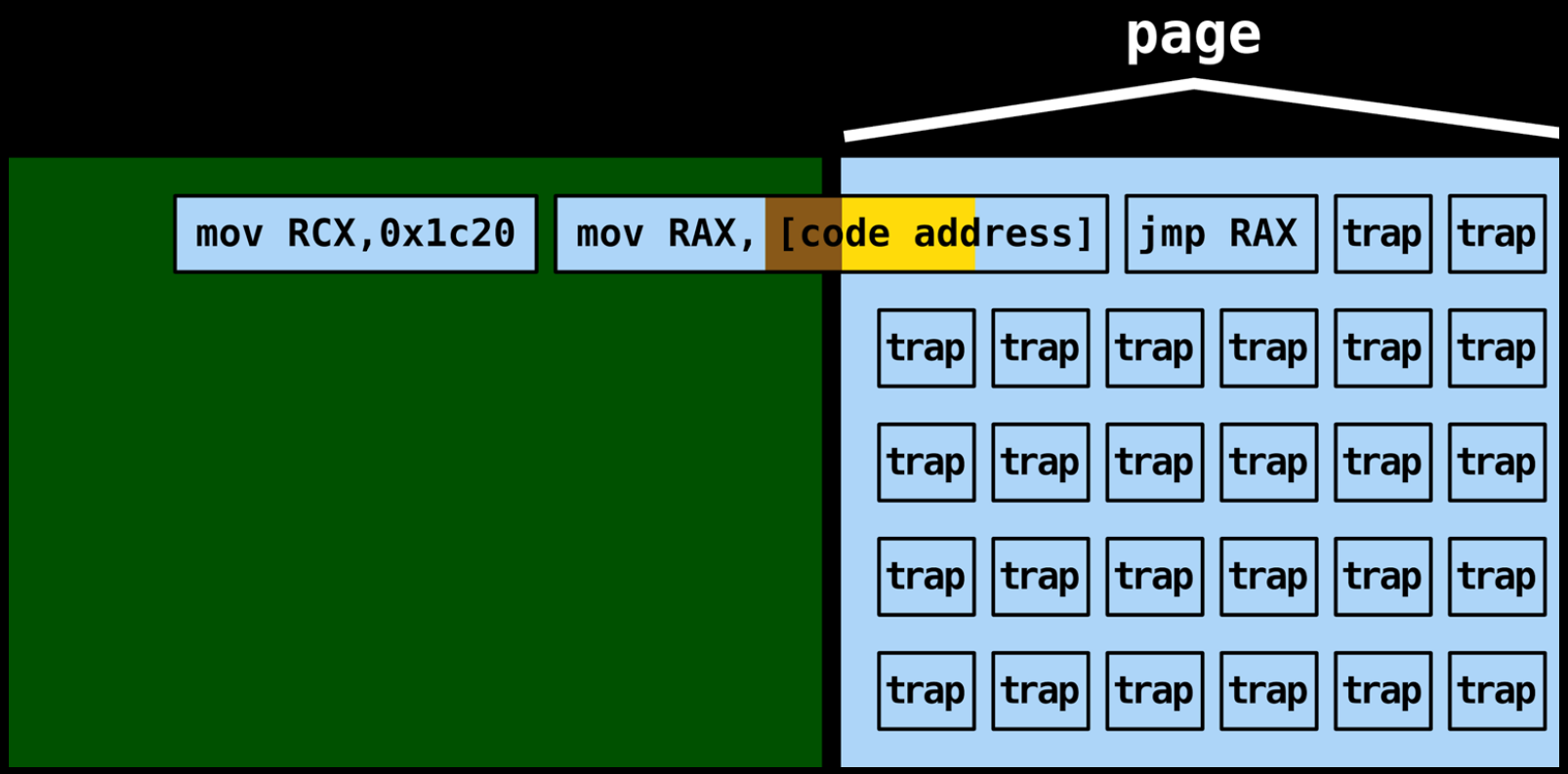

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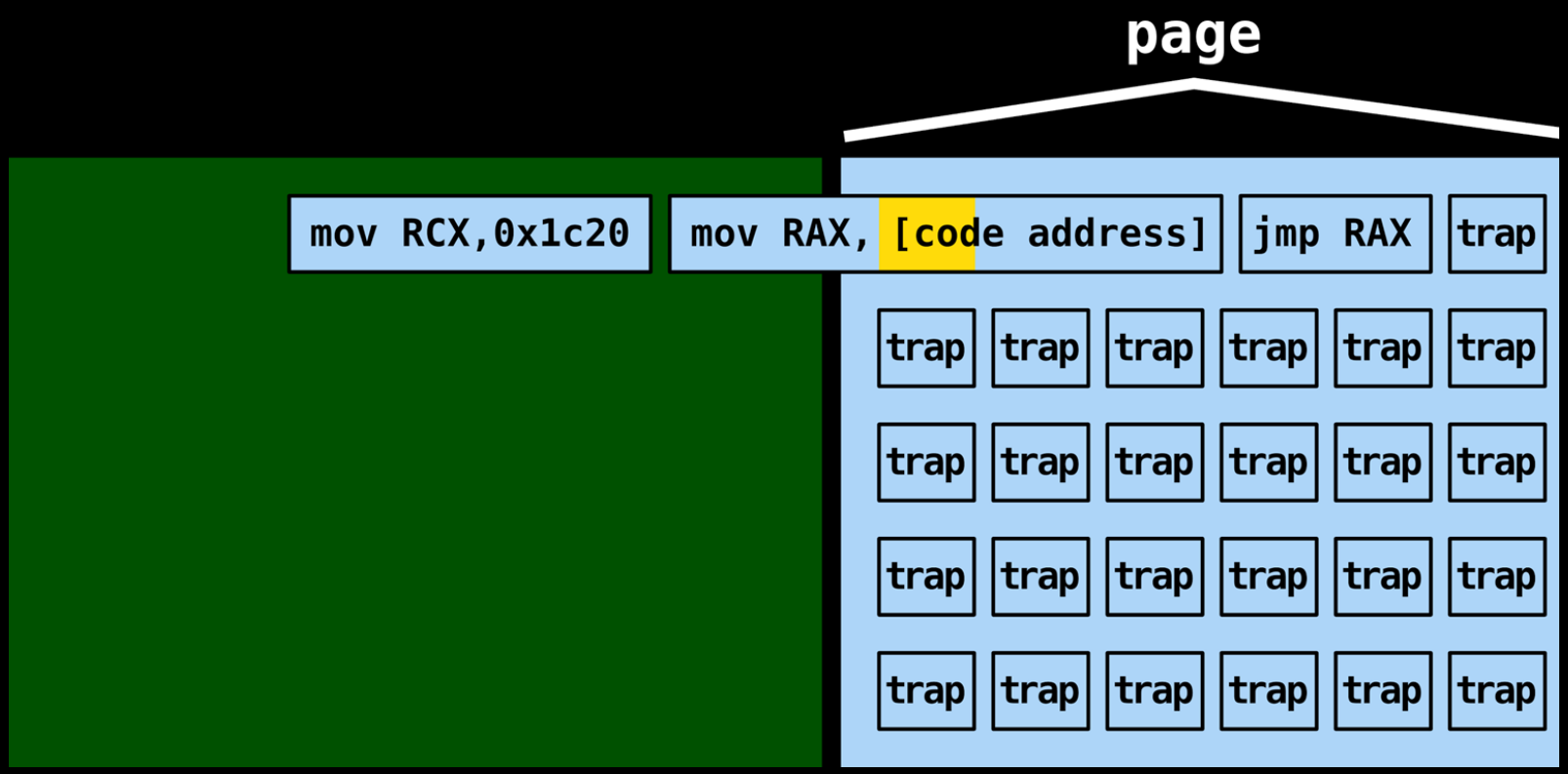
JIT Function Epilogue in MS Edge



Dedup Est Machina: Overview

Memory deduplication

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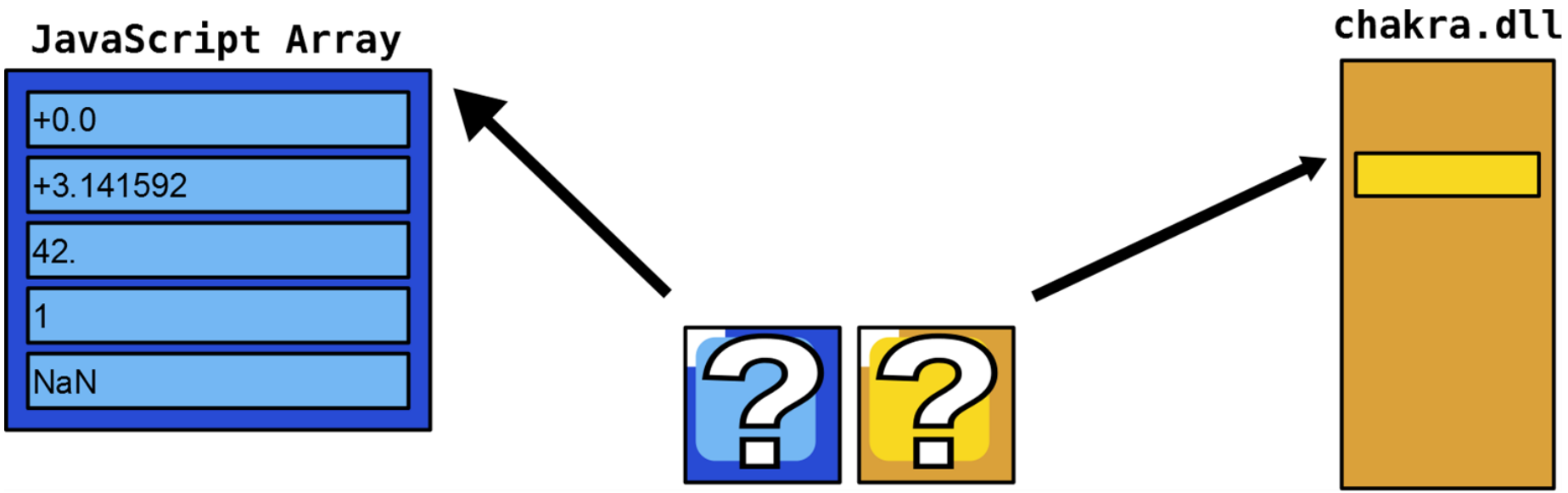


Dedup Est Machina: Leaking Heap Pointer

Heap pointers are word aligned

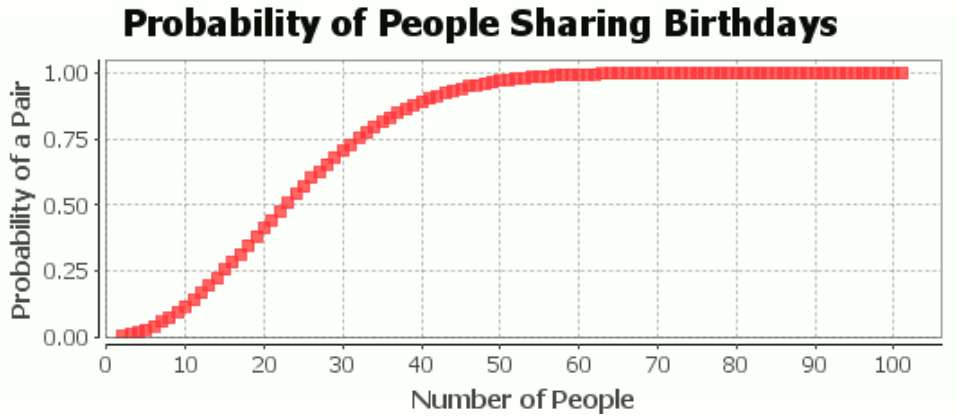
Alignment probing won't cut it, same for primitive #2

Time for primitive #3!

*"How do we leak a heap pointer if we can only leak the secret **all at once**?"*

Dedup Est Machina: Birthday Paradox

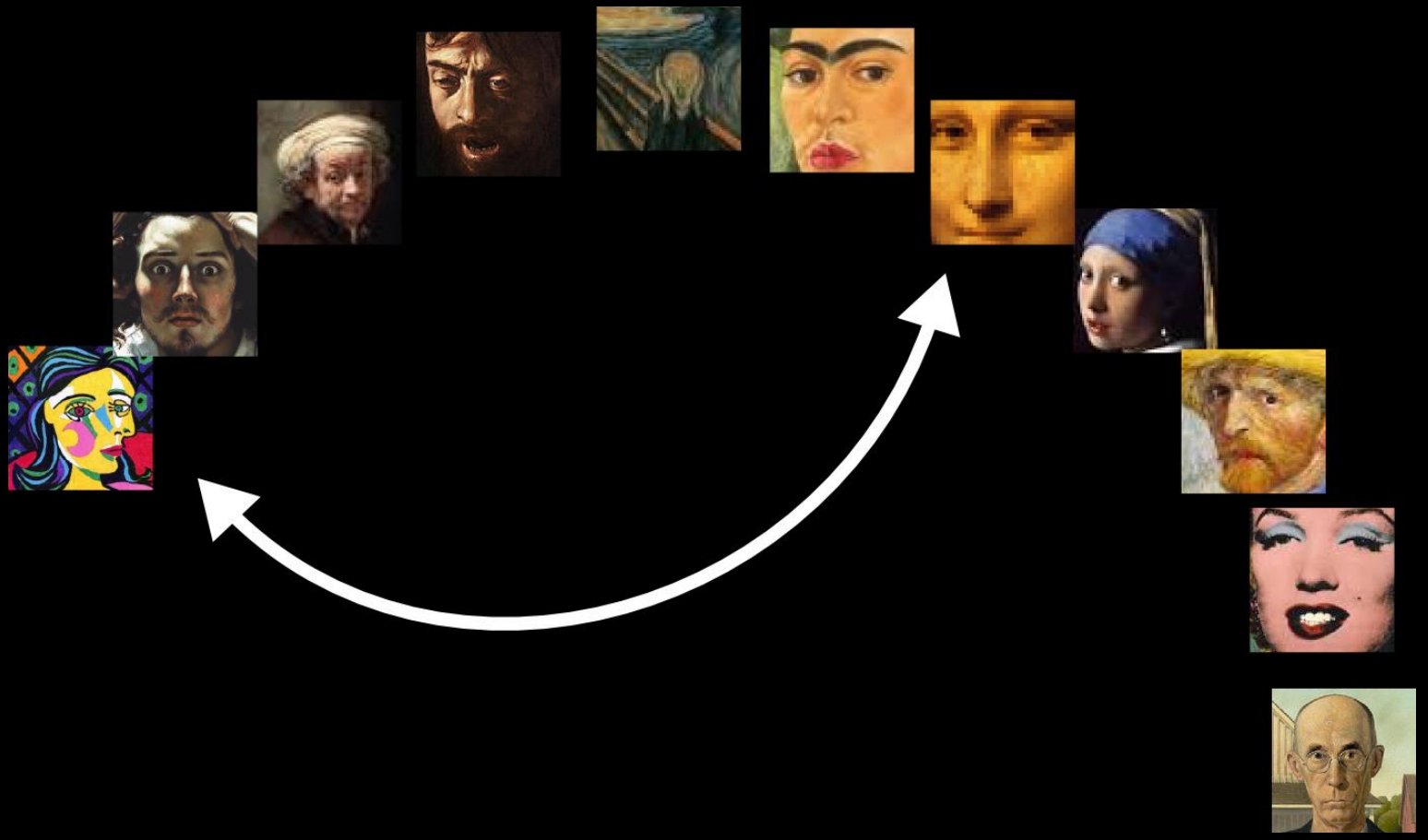
Only 23 people for a 50% same-birthday chance



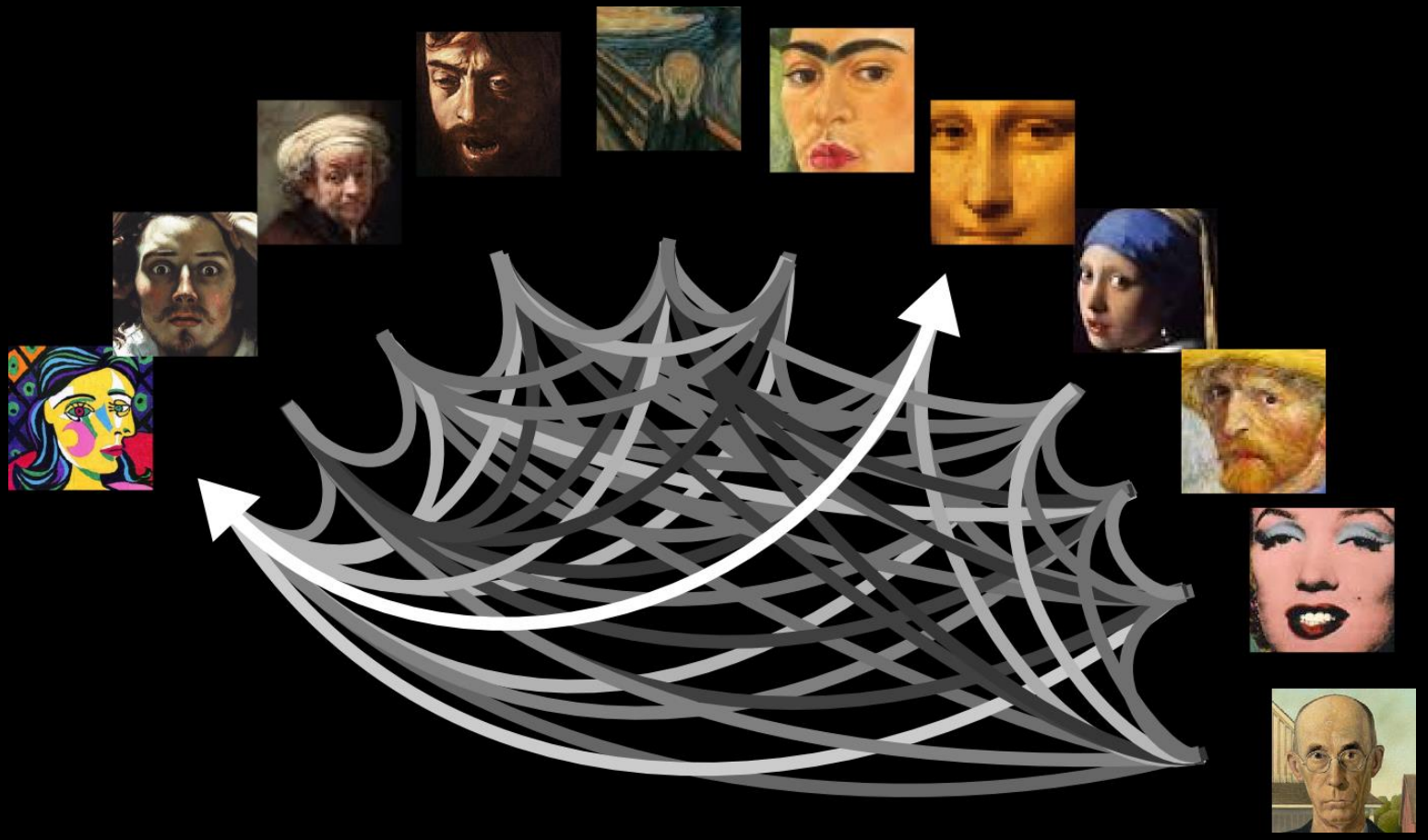
You compare everyone with everyone else

→ **Any match suffices!**

Dedup Est Machina: Birthday Paradox

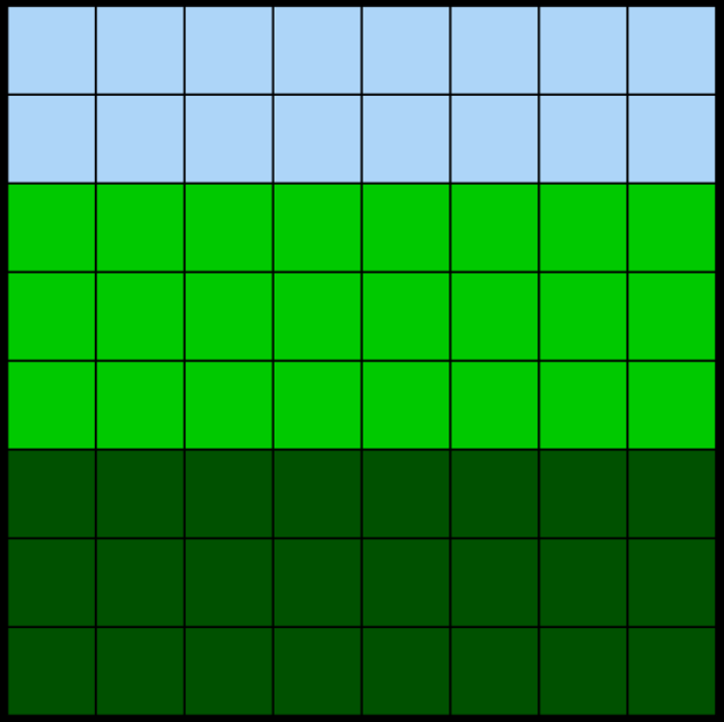


Dedup Est Machina: Birthday Paradox

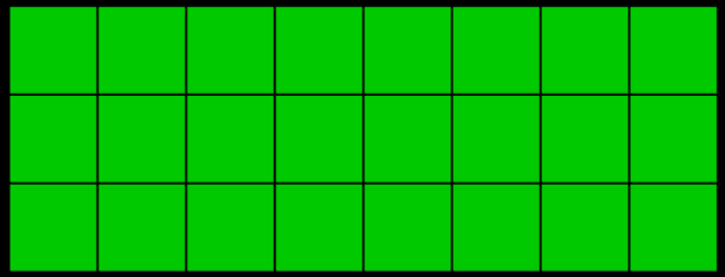


Primitive #3: Birthday Heapspray

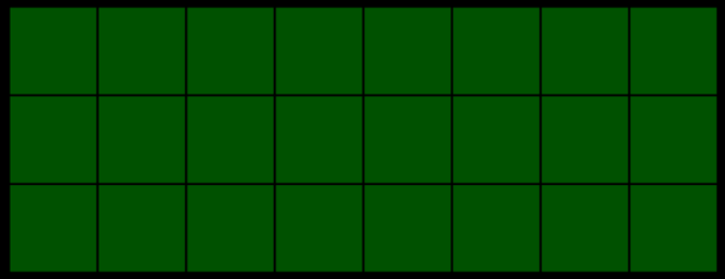
physical memory



attacker memory

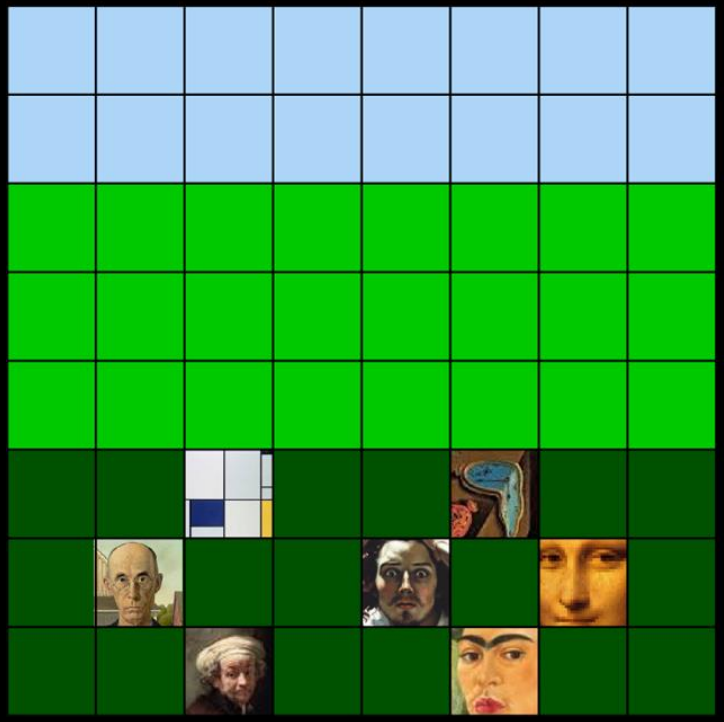


victim memory

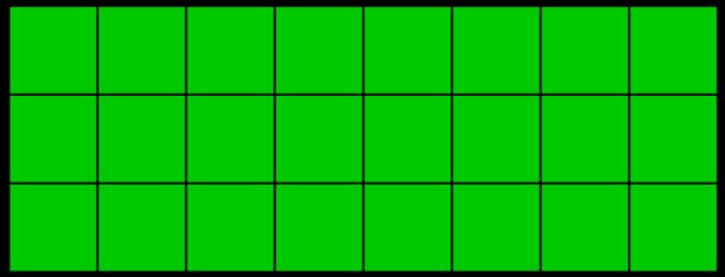


Primitive #3: Birthday Heapspray

physical memory



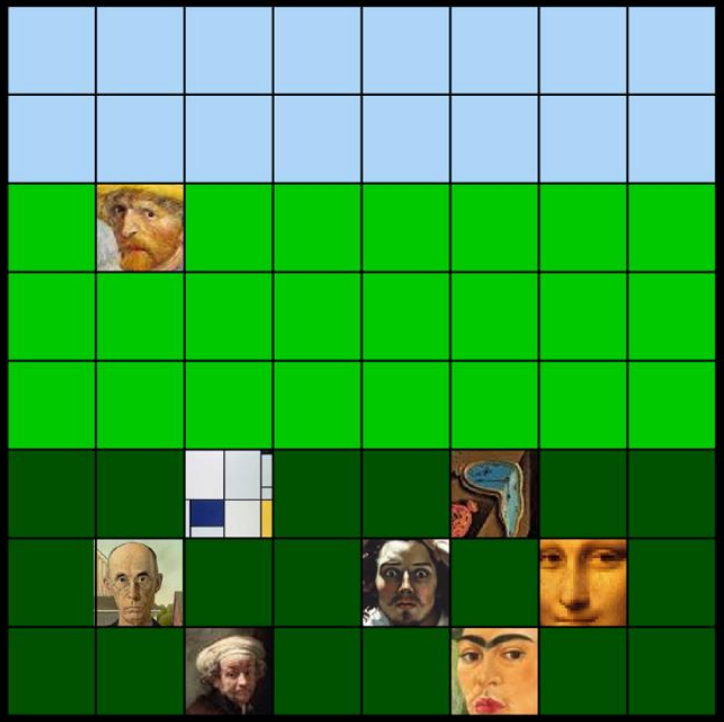
attacker memory



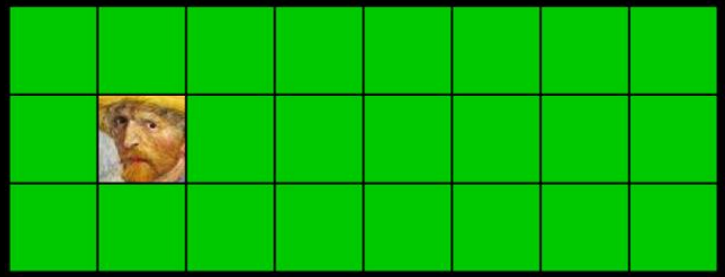
victim memory

Primitive #3: Birthday Heapspray

physical memory



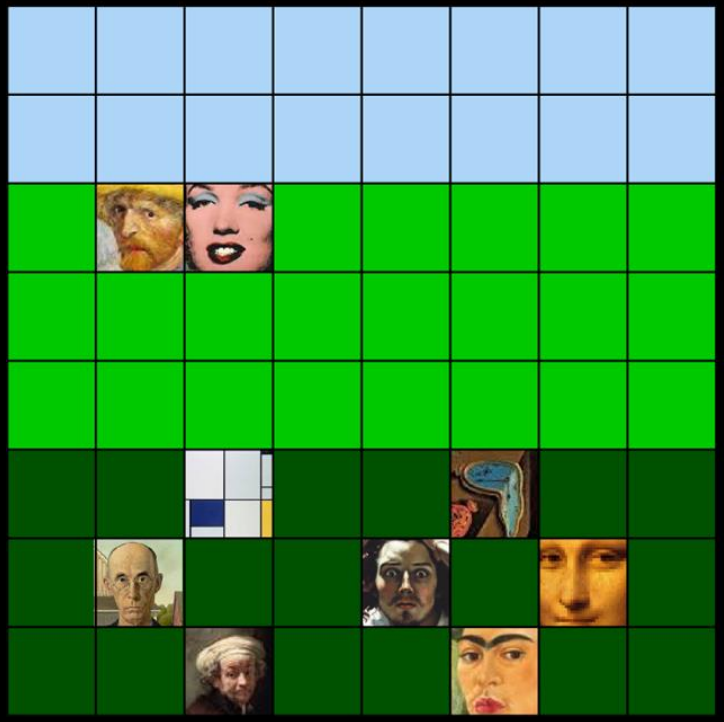
attacker memory



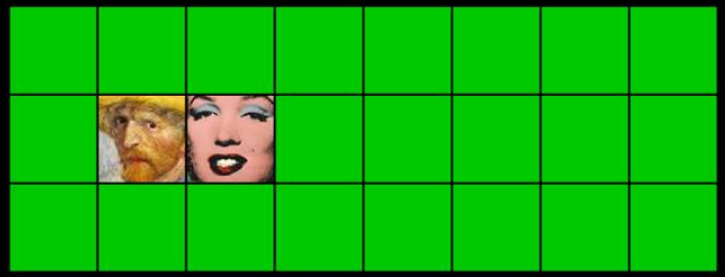
victim memory

Primitive #3: Birthday Heapspray

physical memory



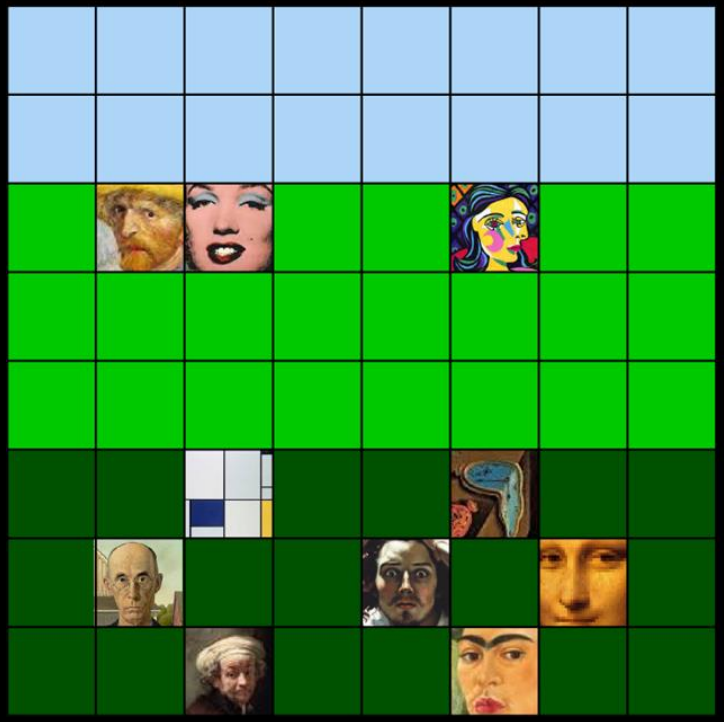
attacker memory



victim memory

Primitive #3: Birthday Heapspray

physical memory

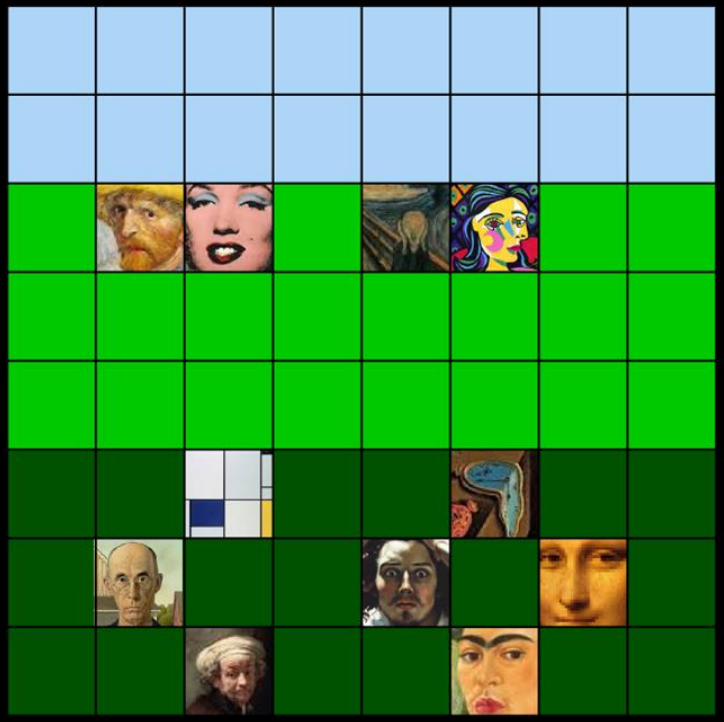


attacker memory

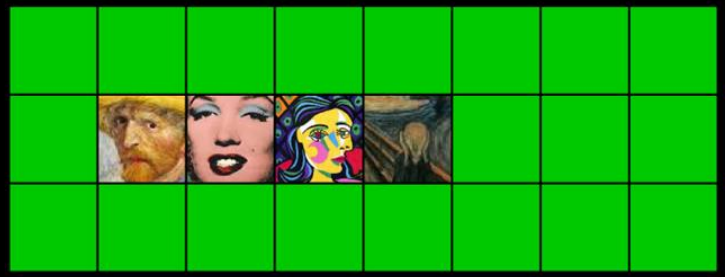
victim memory

Primitive #3: Birthday Heapspray

physical memory



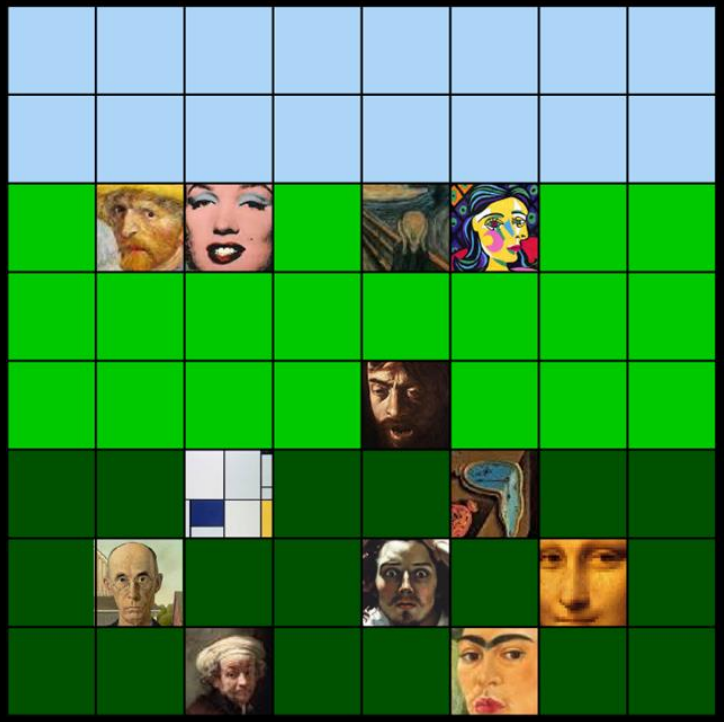
attacker memory



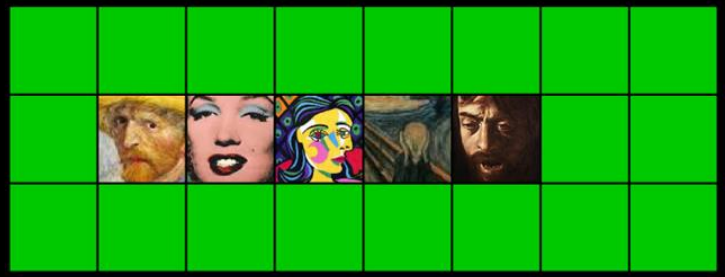
victim memory

Primitive #3: Birthday Heapspray

physical memory



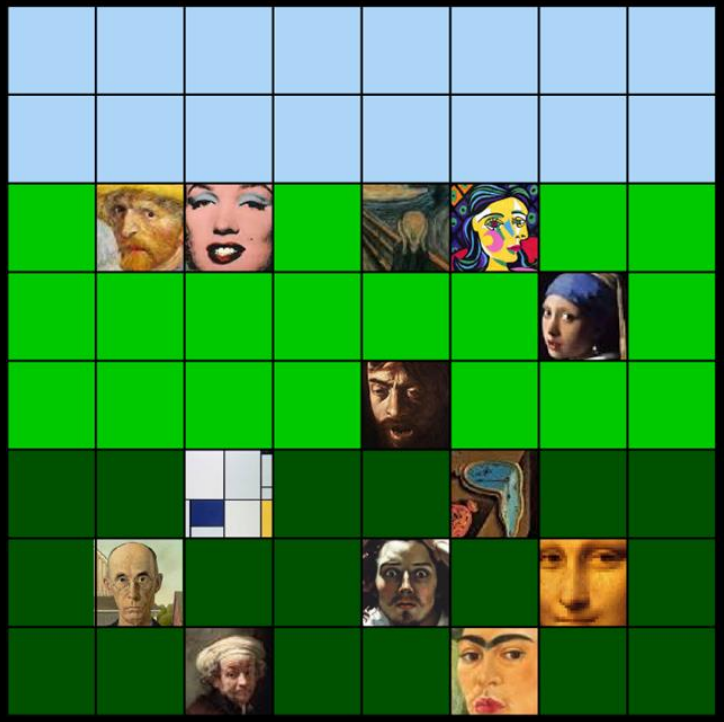
attacker memory



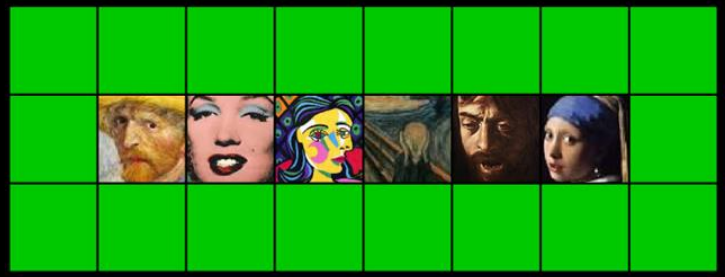
victim memory

Primitive #3: Birthday Heapspray

physical memory



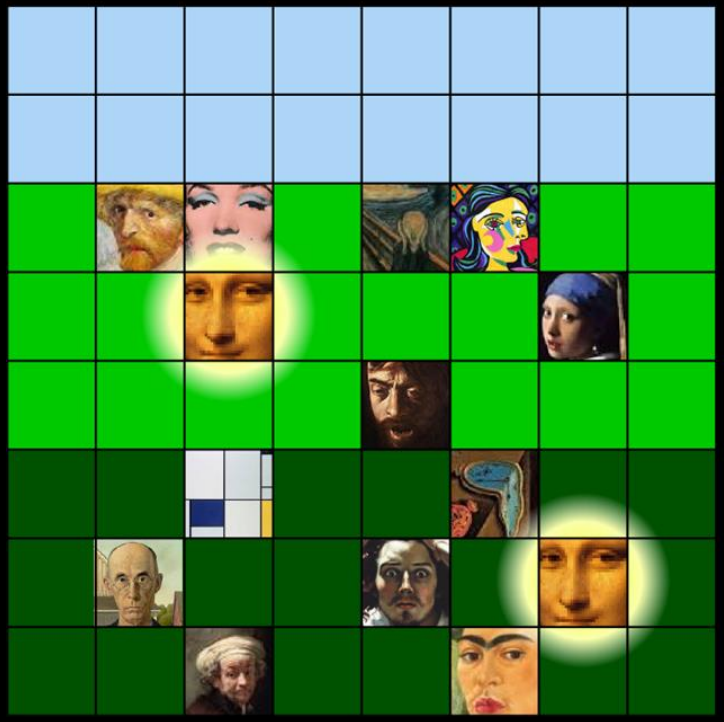
attacker memory



victim memory

Primitive #3: Birthday Heapspray

physical memory



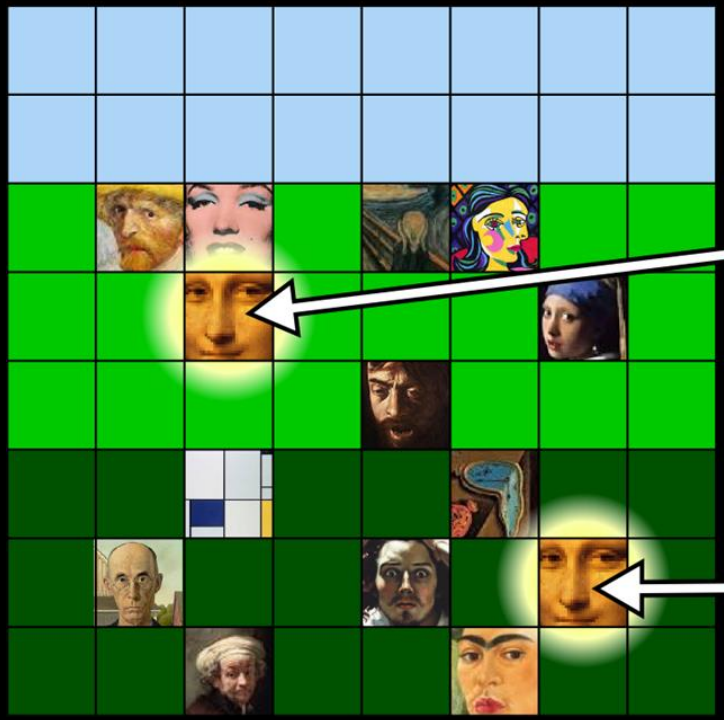
attacker memory

victim memory

Primitive #3: Birthday Heapspray

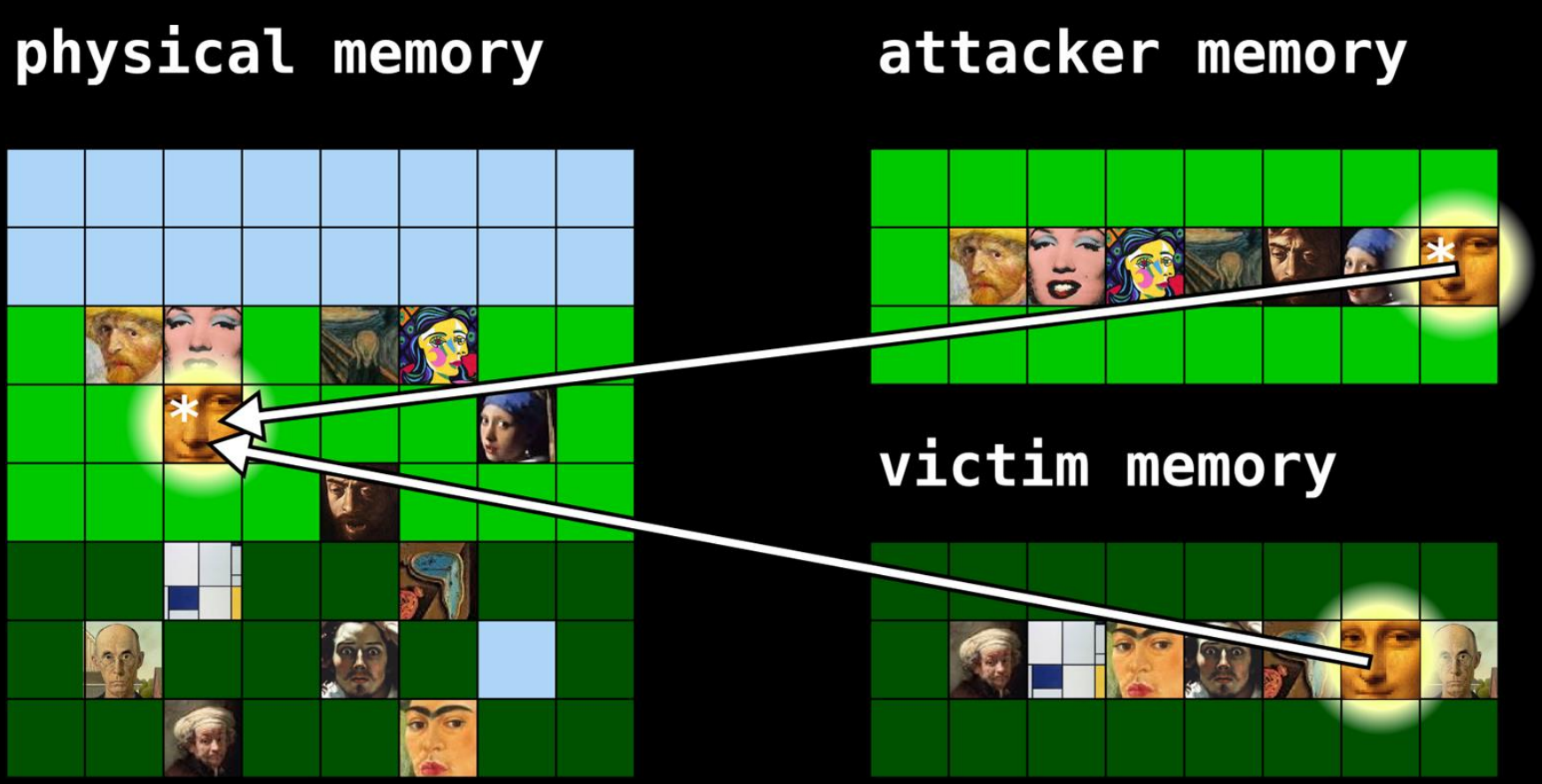
physical memory

attacker memory



victim memory

Primitive #3: Birthday Heapspray



Dedup Est Machina: Leaking Heap Pointer (#3)

Creating Secret Pages

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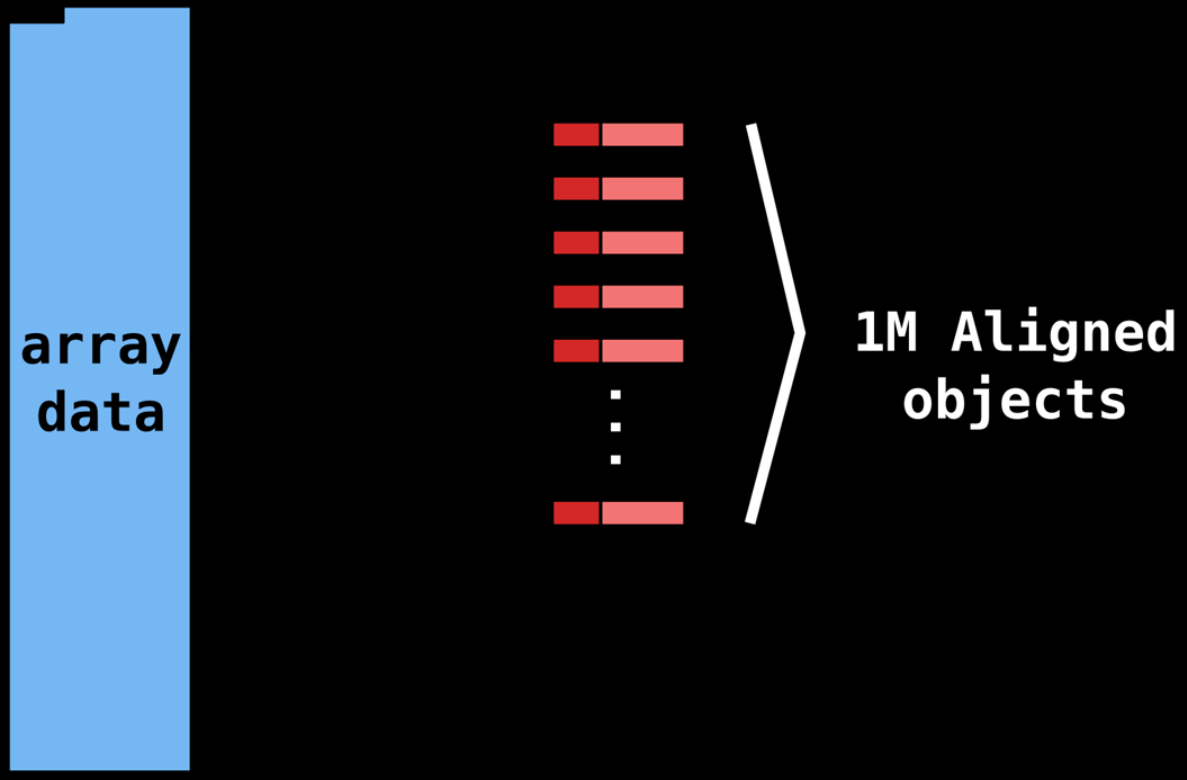
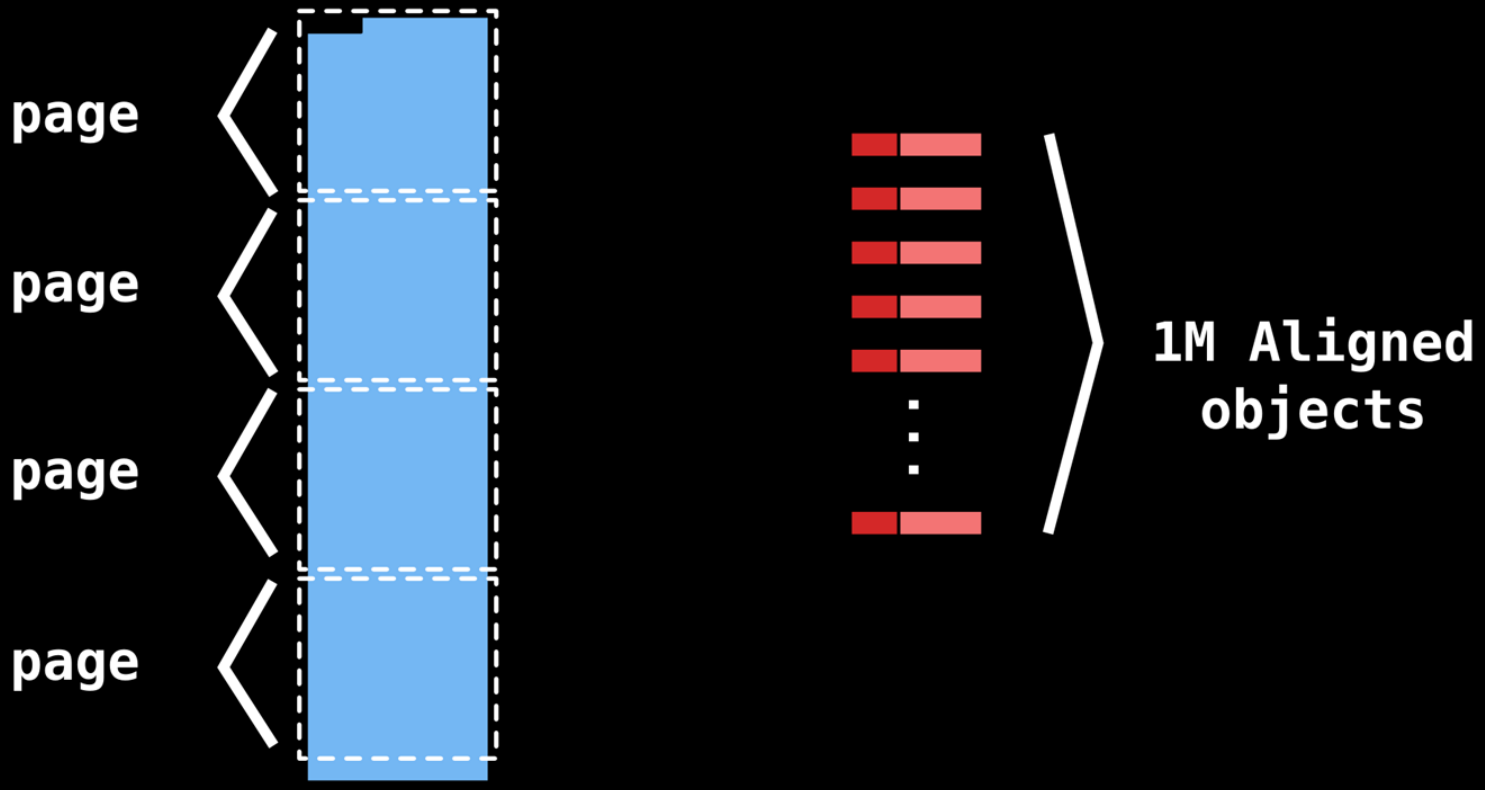
Creating Secret Pages



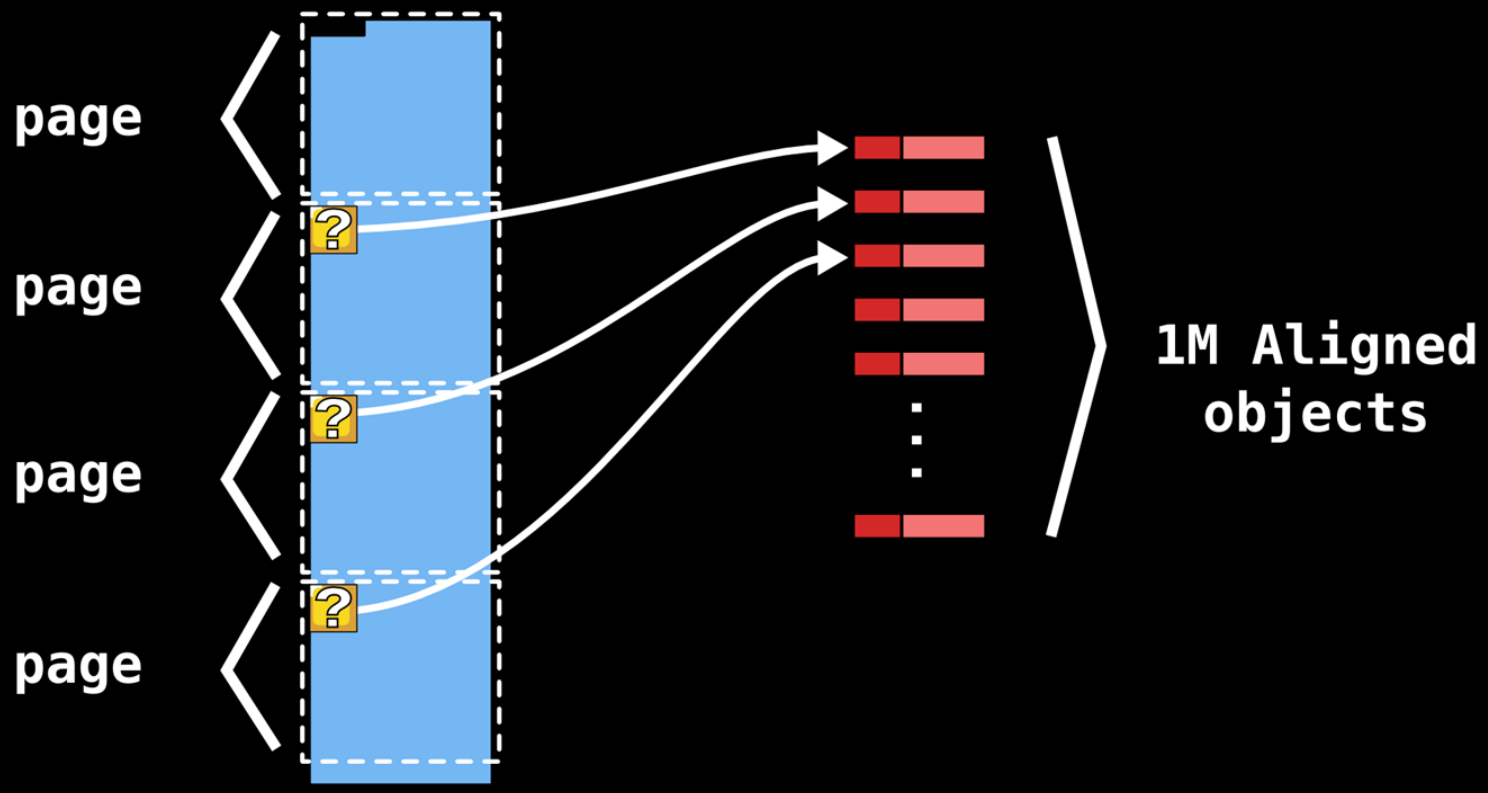
Dedup Est Machina: Leaking Heap Pointer (#3)

Creating Secret Pages



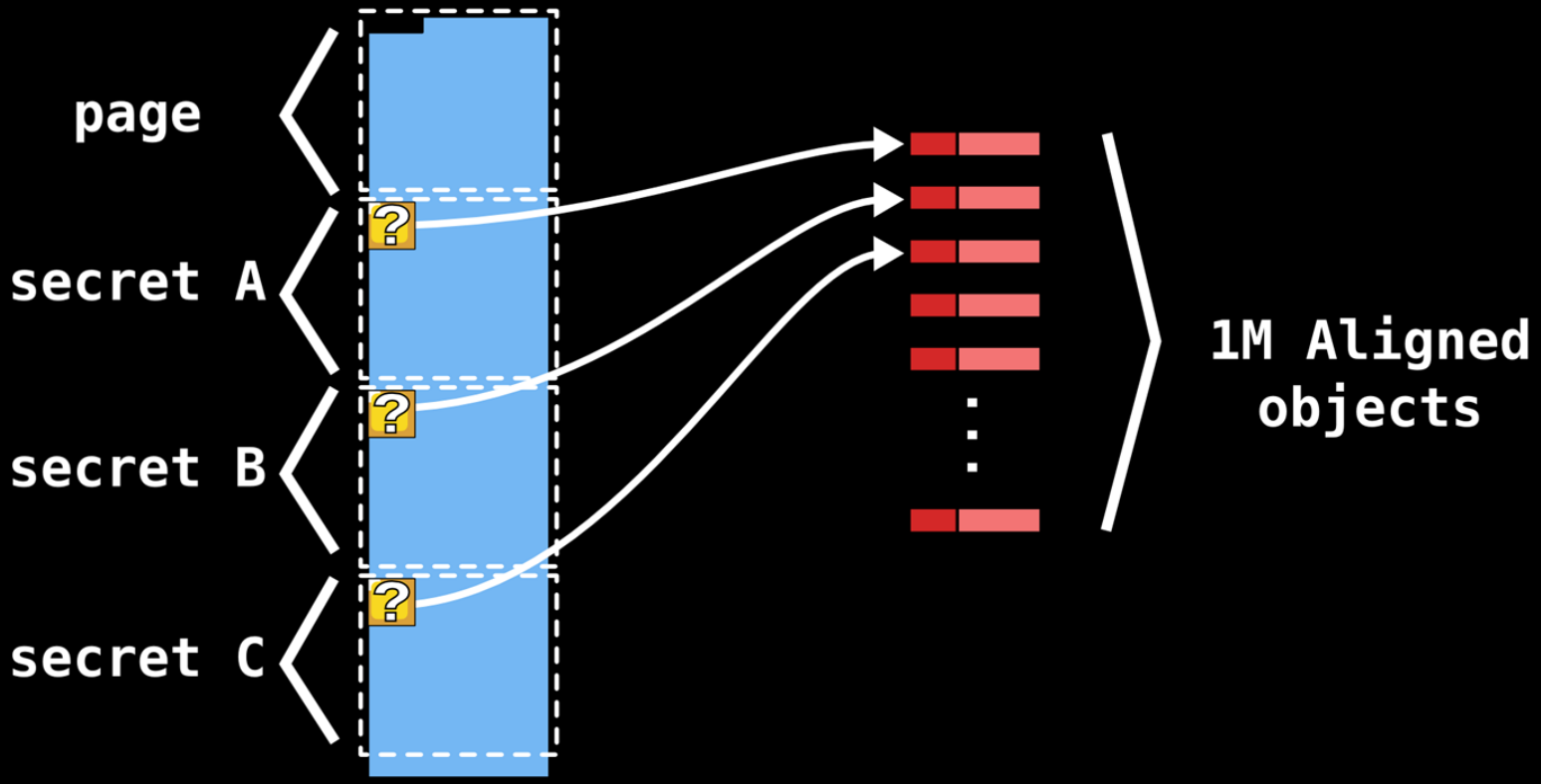
Dedup Est Machina: Leaking Heap Pointer (#3)

Creating Secret Pages



Dedup Est Machina: Leaking Heap Pointer (#3)

Creating Secret Pages



Dedup Est Machina: Leaking Heap Pointer (#3)

Creating Probe Pages

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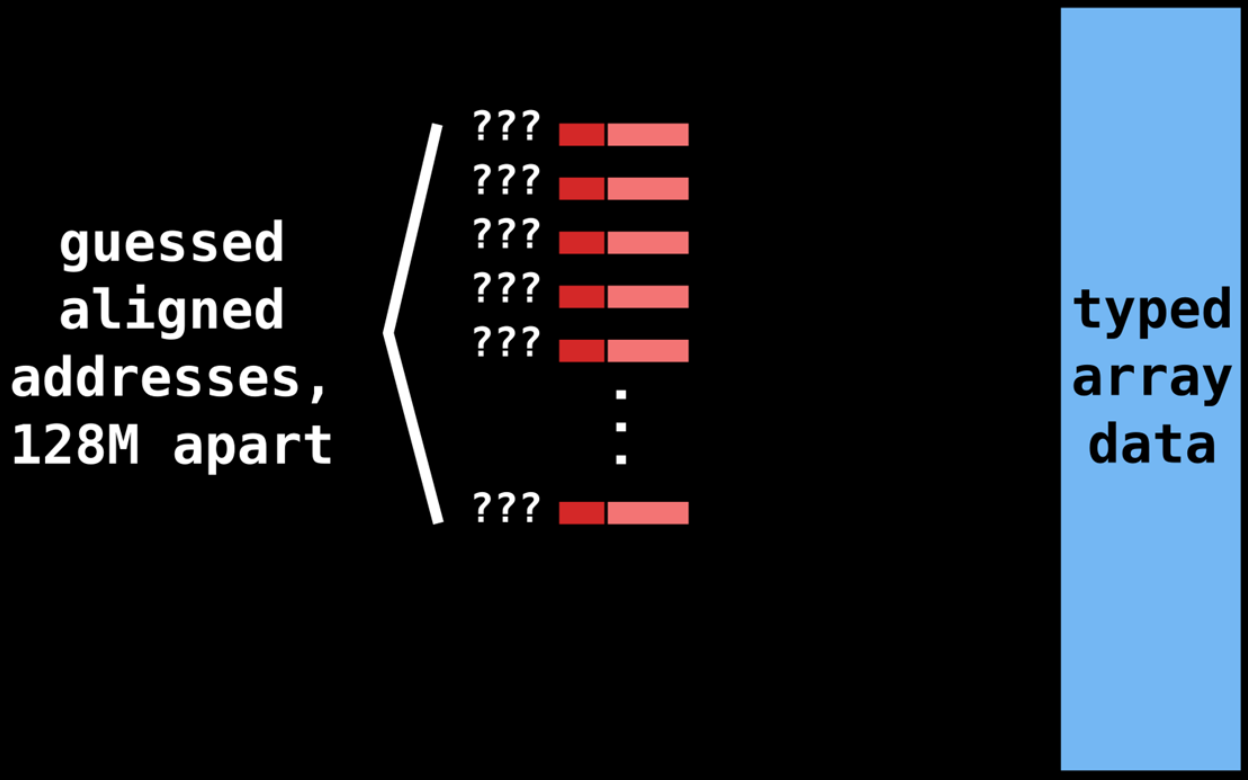
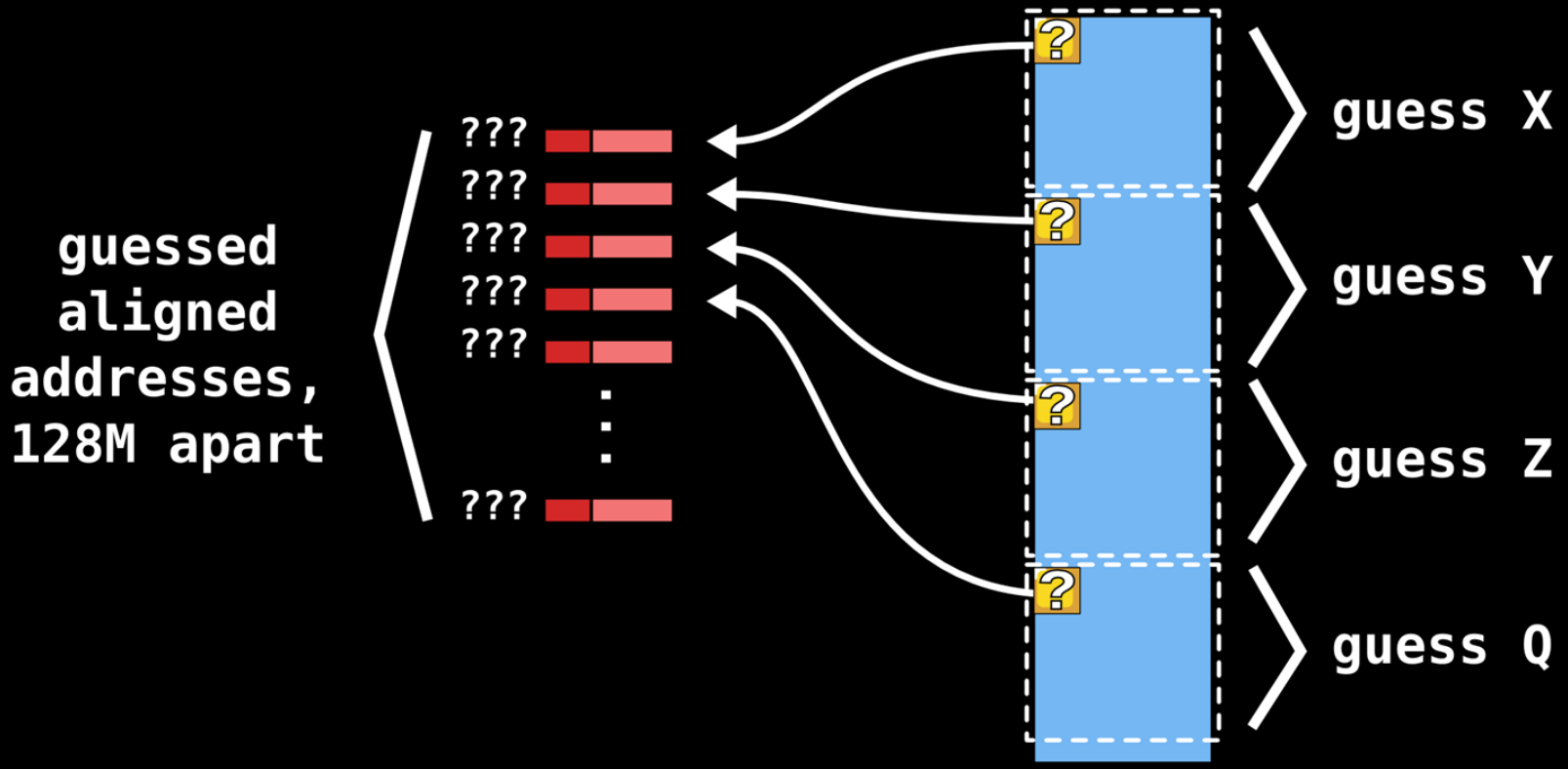
Creating Probe Pages



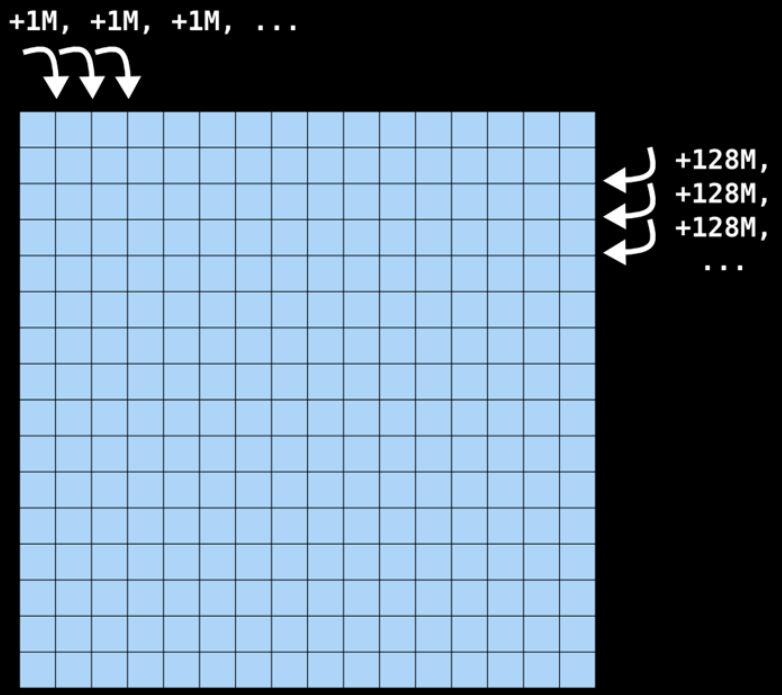
Dedup Est Machina: Leaking Heap Pointer (#3)

Creating Probe Pages



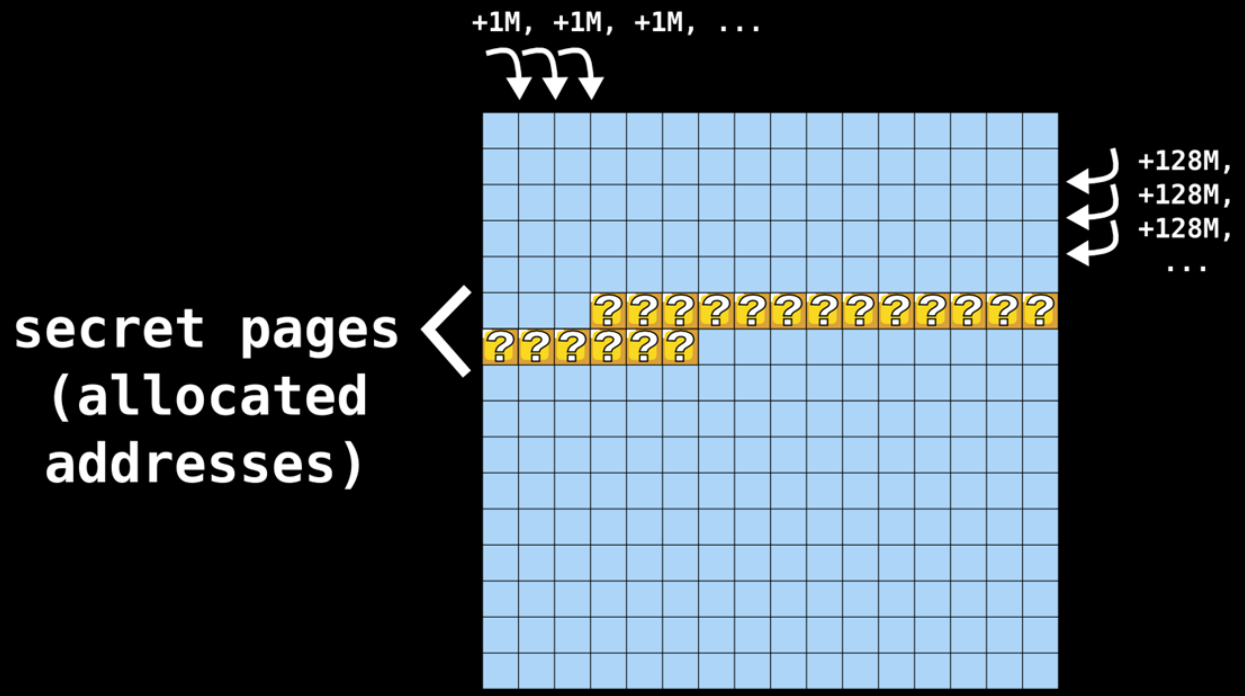
Dedup Est Machina: Leaking Heap Pointer (#3)

Birthday Heapspray



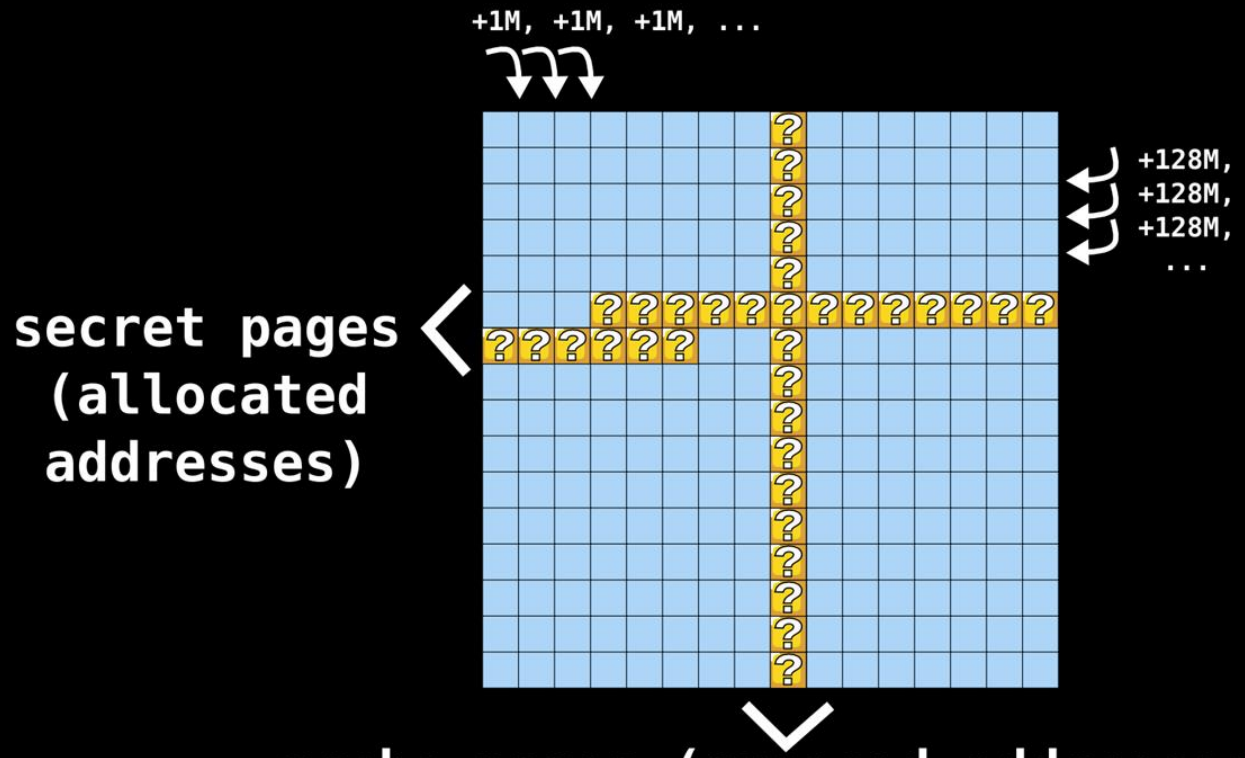
Dedup Est Machina: Leaking Heap Pointer (#3)

Birthday Heapspray



Dedup Est Machina: Leaking Heap Pointer (#3)

Birthday Heapspray



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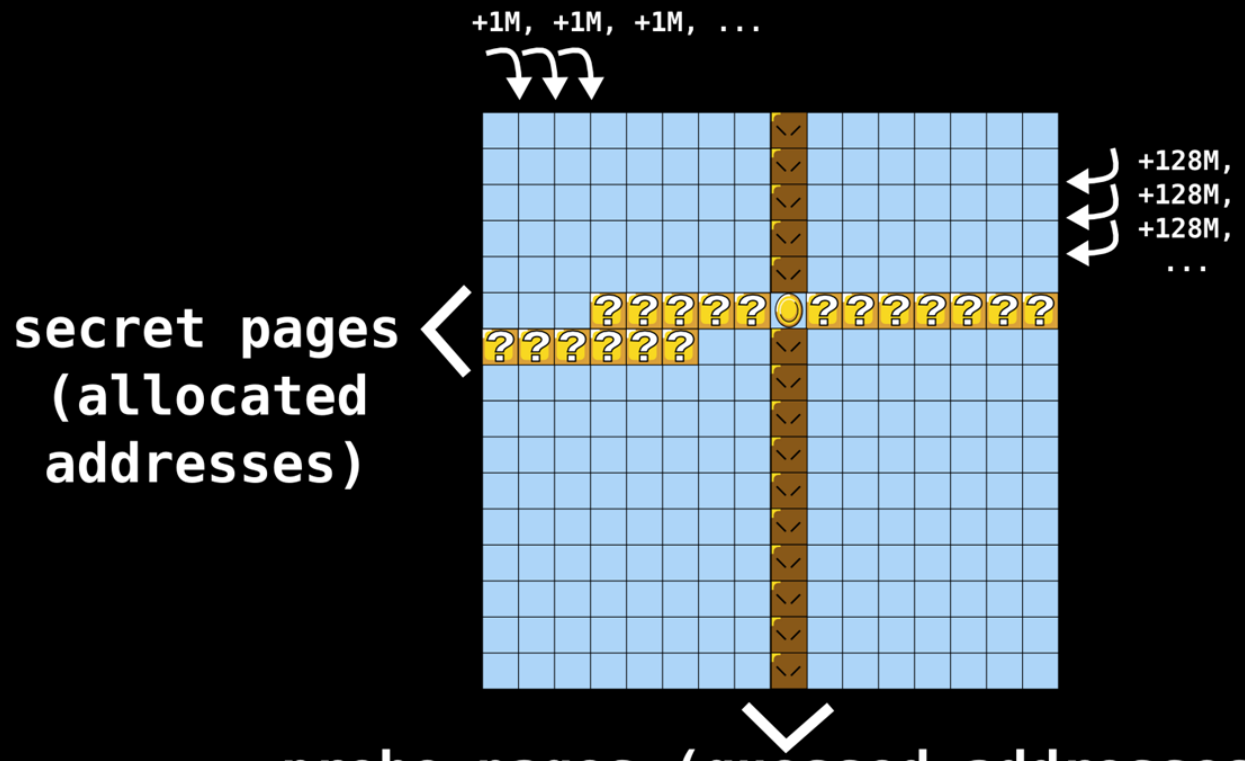
Birthday Heapspray

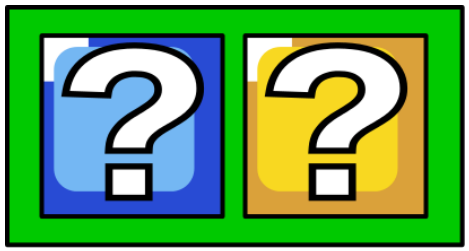


Dedup Est Machina: Overview

Memory deduplication

Leak randomized heap and code pointers

Create a fake JavaScript object

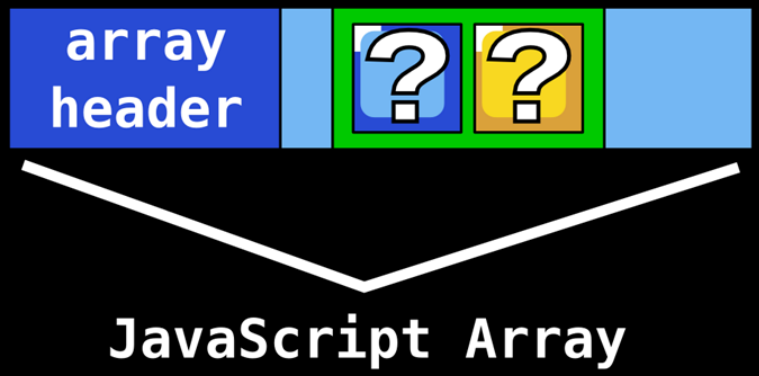


Dedup Est Machina: Creating a Fake Object

Fake JavaScript Uint8Array

Dedup Est Machina: Creating a Fake Object

Fake JavaScript Uint8Array



Dedup Est Machina: Overview

Memory deduplication

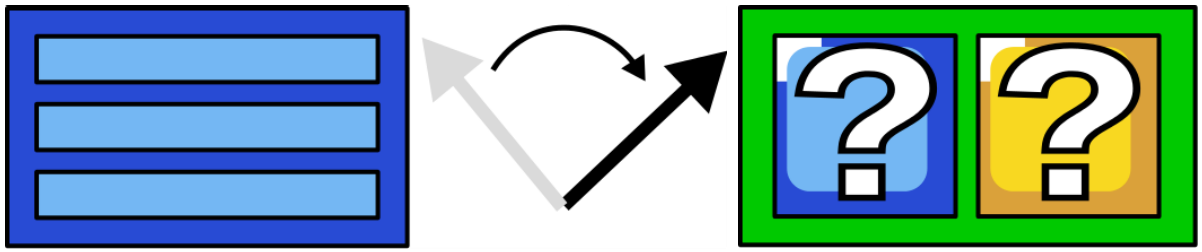
Leak randomized heap and code pointers

Create a fake JavaScript object

+

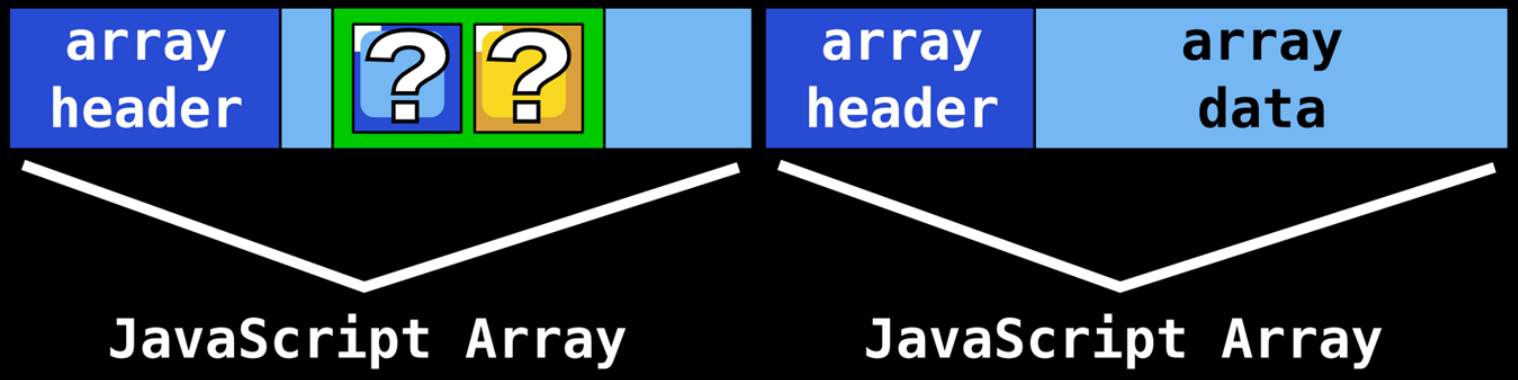
Rowhammer

Create a reference to our fake object



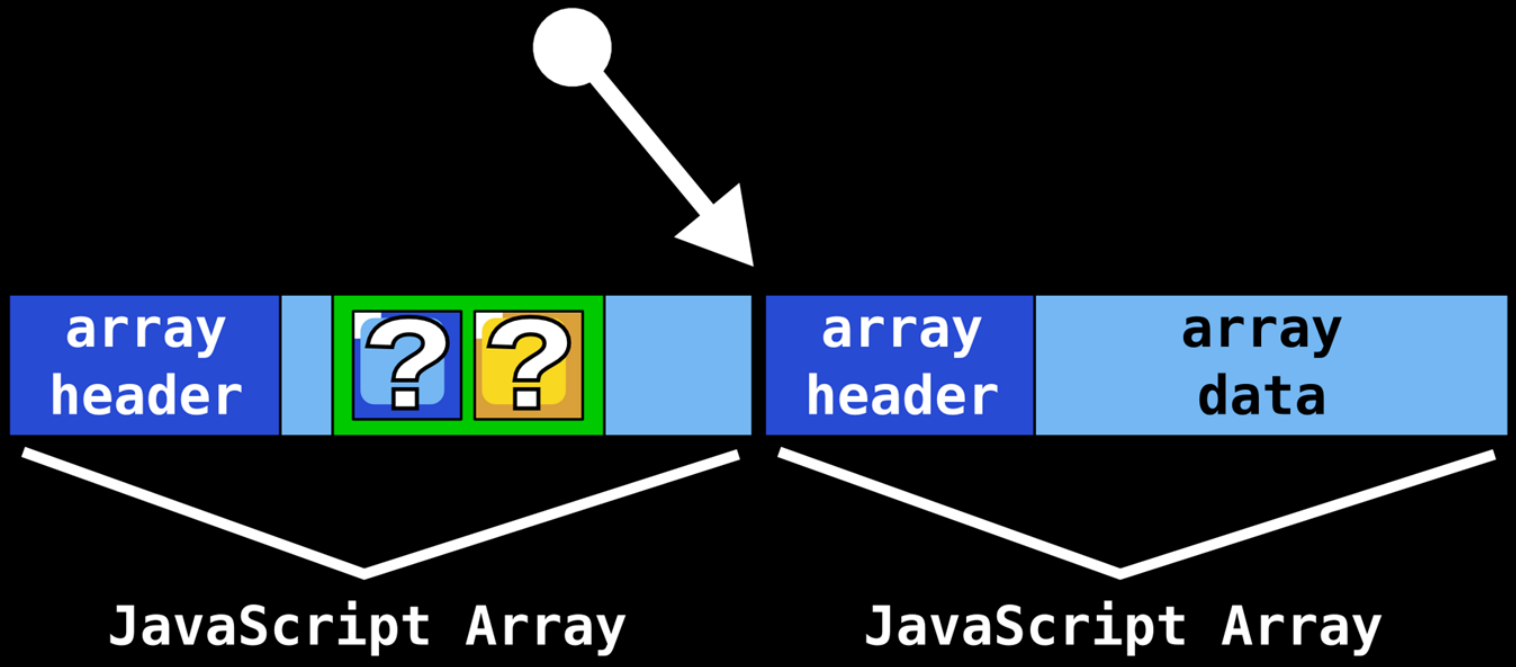
Dedup Est Machina: Creating a Fake Object

Fake JavaScript Uint8Array



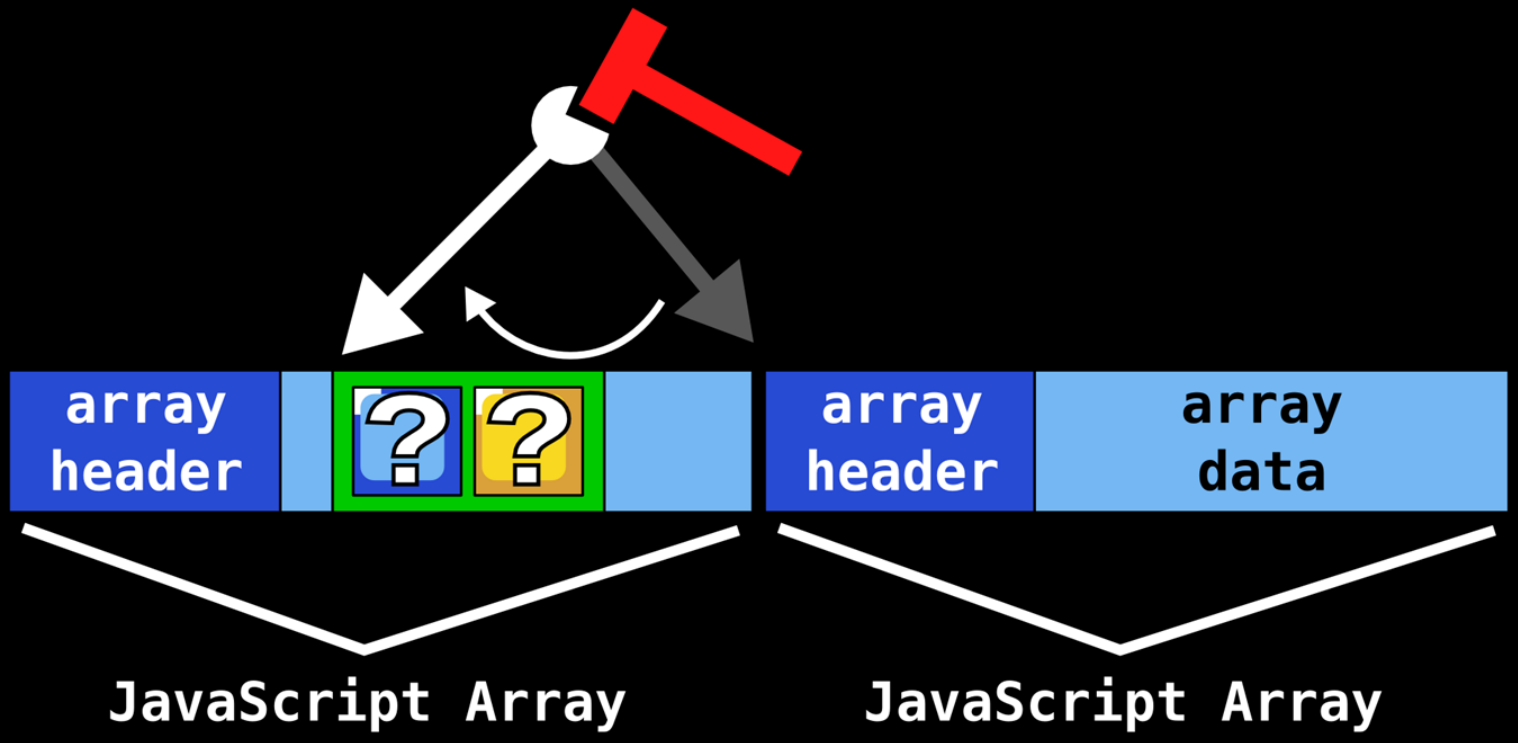
Dedup Est Machina: Creating a Fake Object

Fake JavaScript Uint8Array

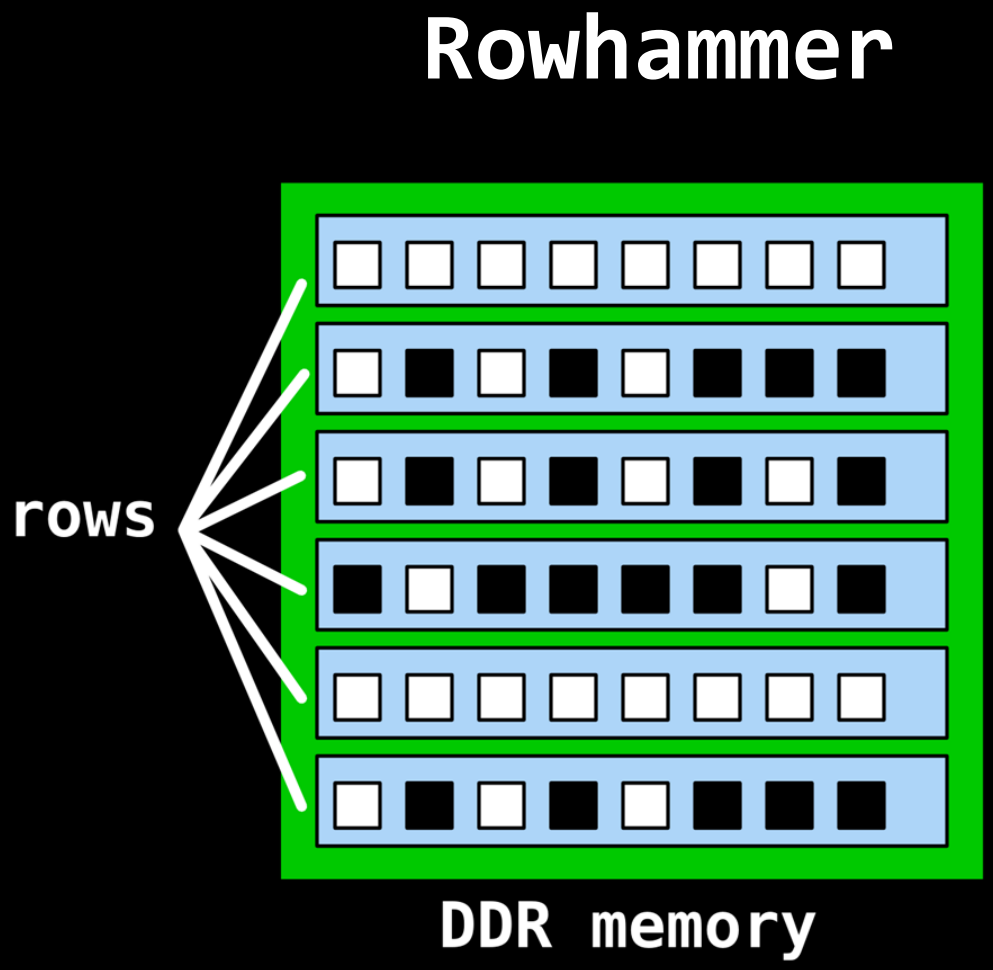


Dedup Est Machina: Creating a Fake Object

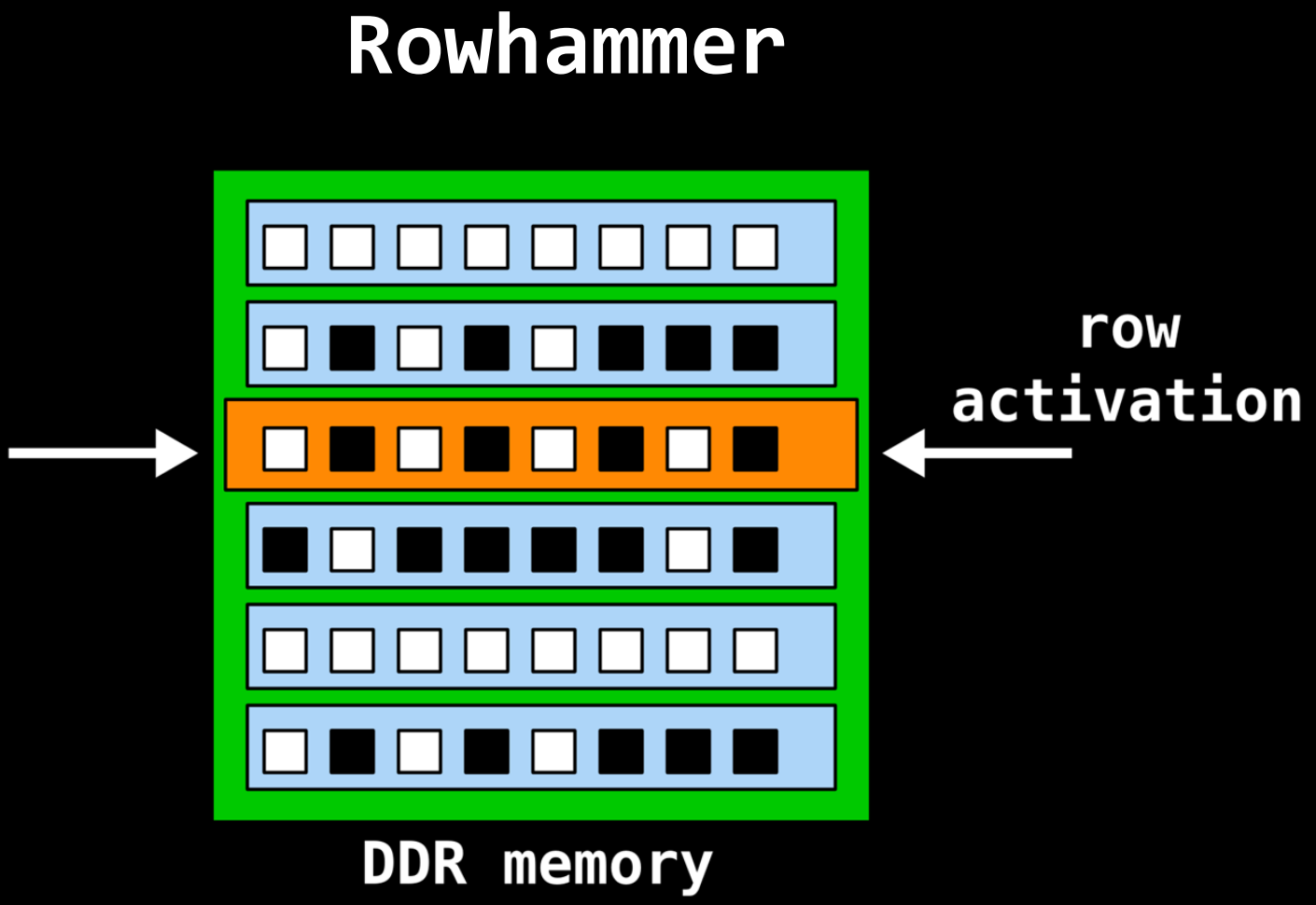
Pointer Pivoting



Dedup Est Machina: Referencing the Fake Object

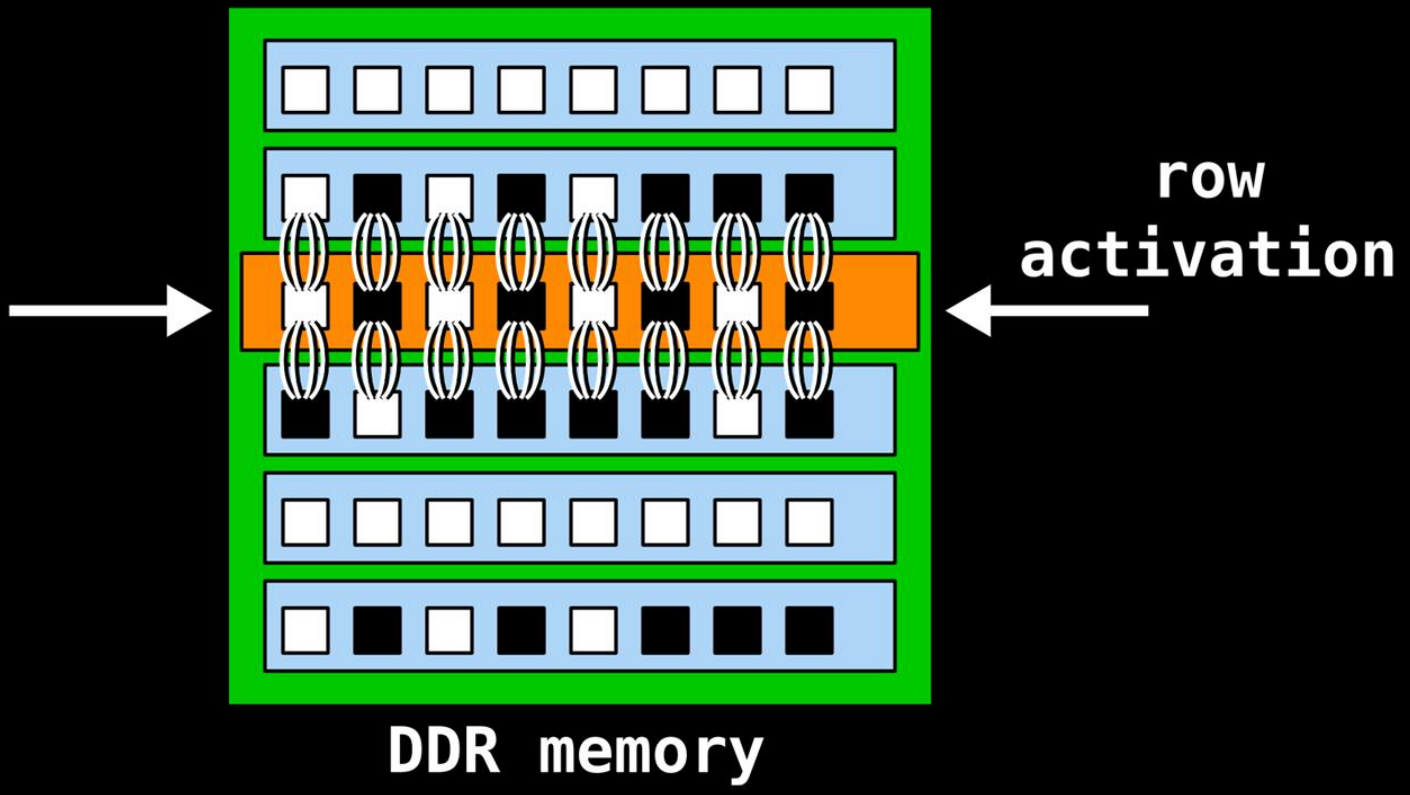


Dedup Est Machina: Referencing the Fake Object



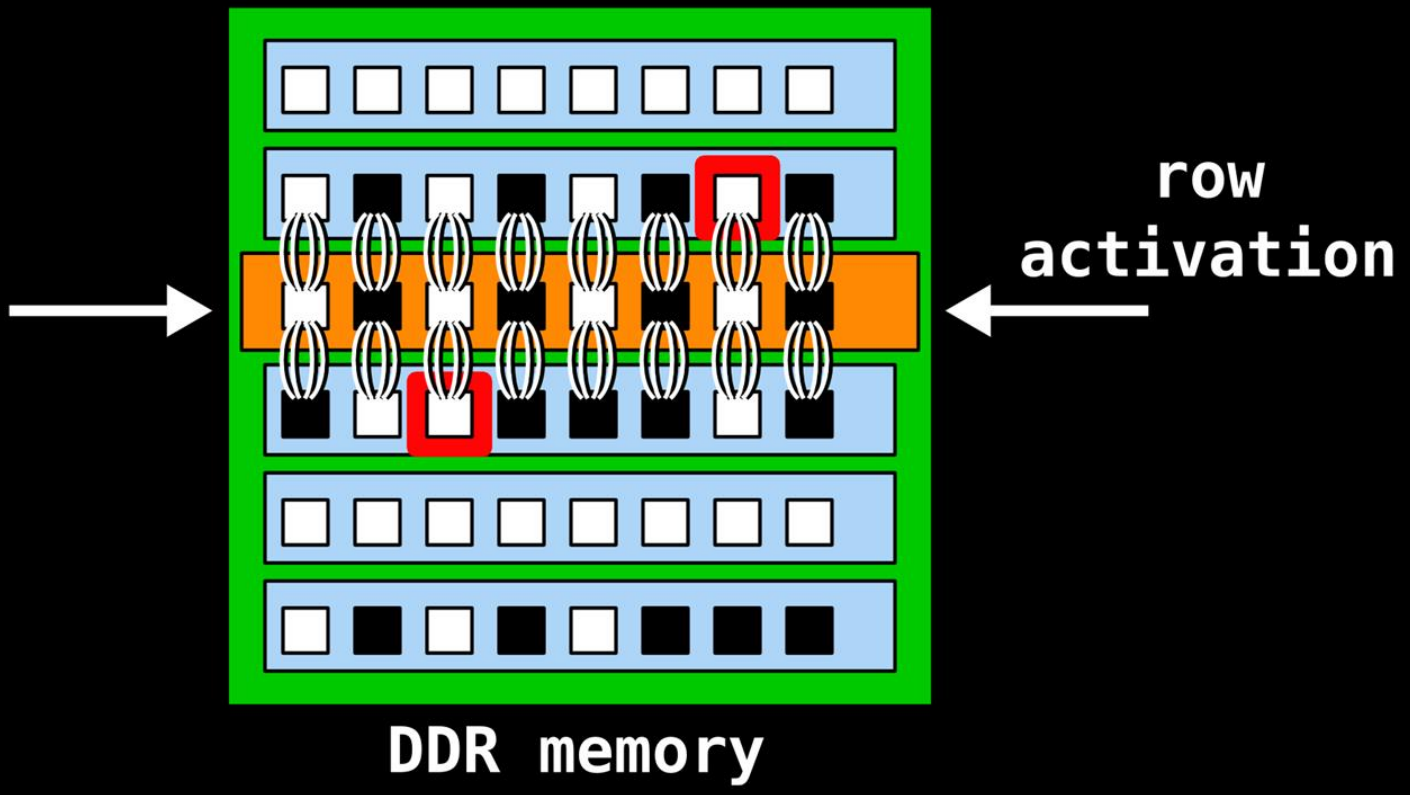
Dedup Est Machina: Referencing the Fake Object

Rowhammer



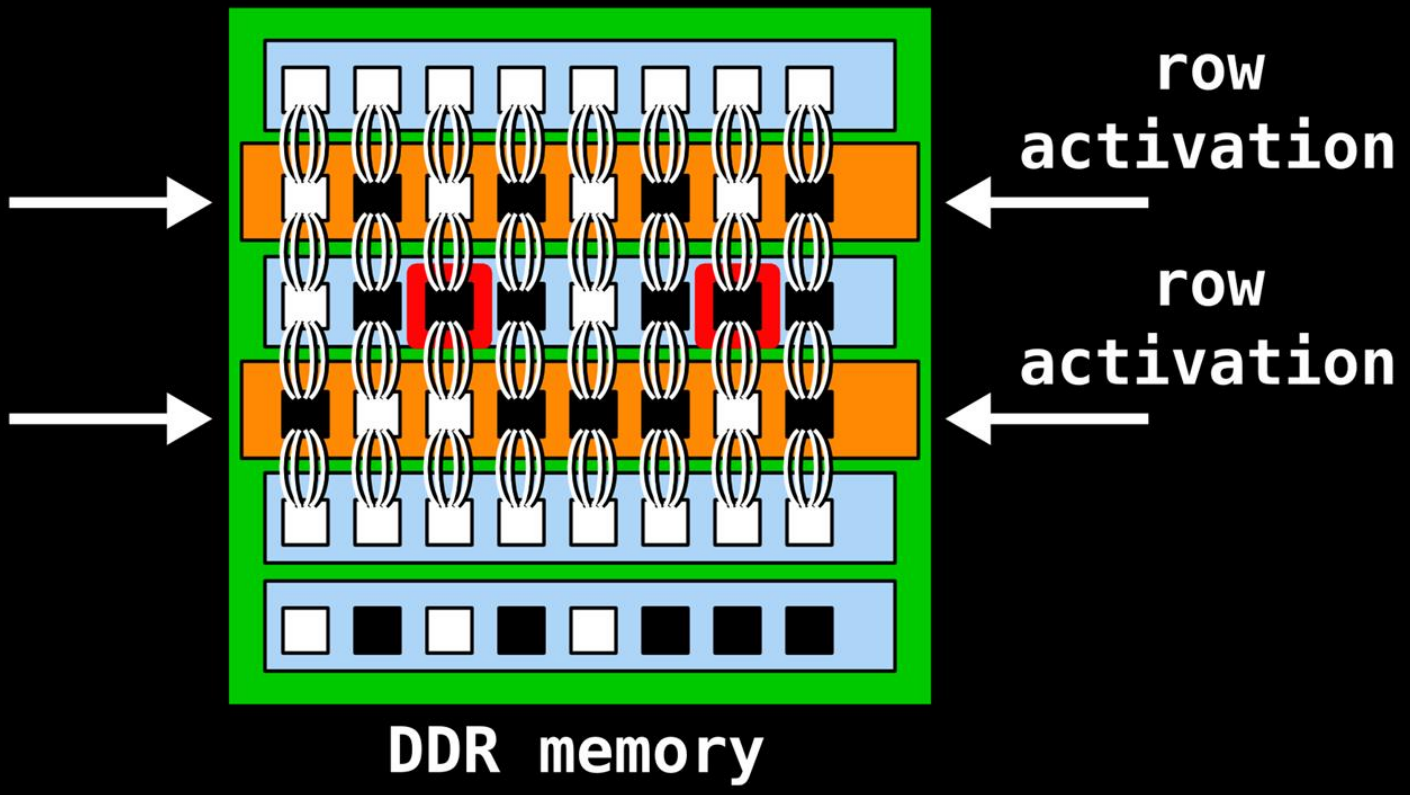
Dedup Est Machina: Referencing the Fake Object

Rowhammer



Dedup Est Machina: Referencing the Fake Object

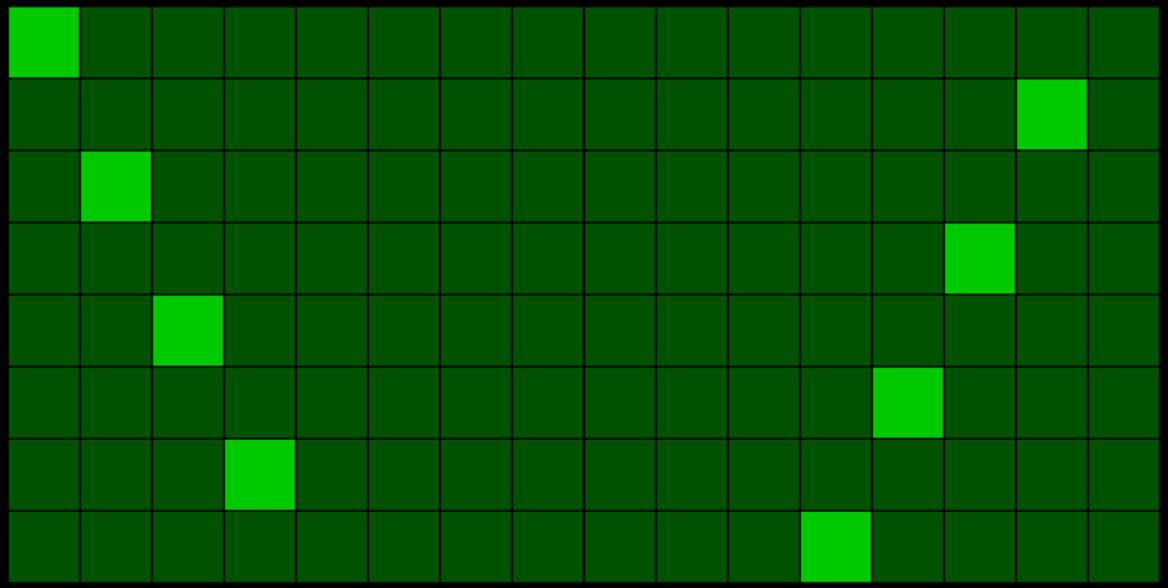
Double-sided Rowhammer



Dedup Est Machina: Referencing the Fake Object

Double-sided Rowhammer

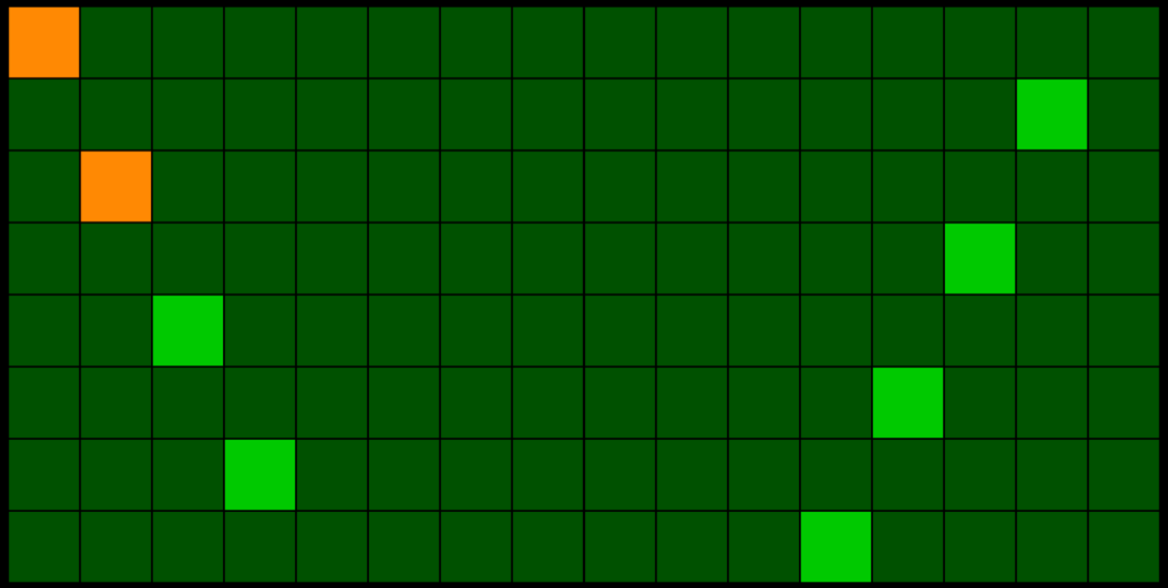
physical memory



Dedup Est Machina: Referencing the Fake Object

Double-sided Rowhammer

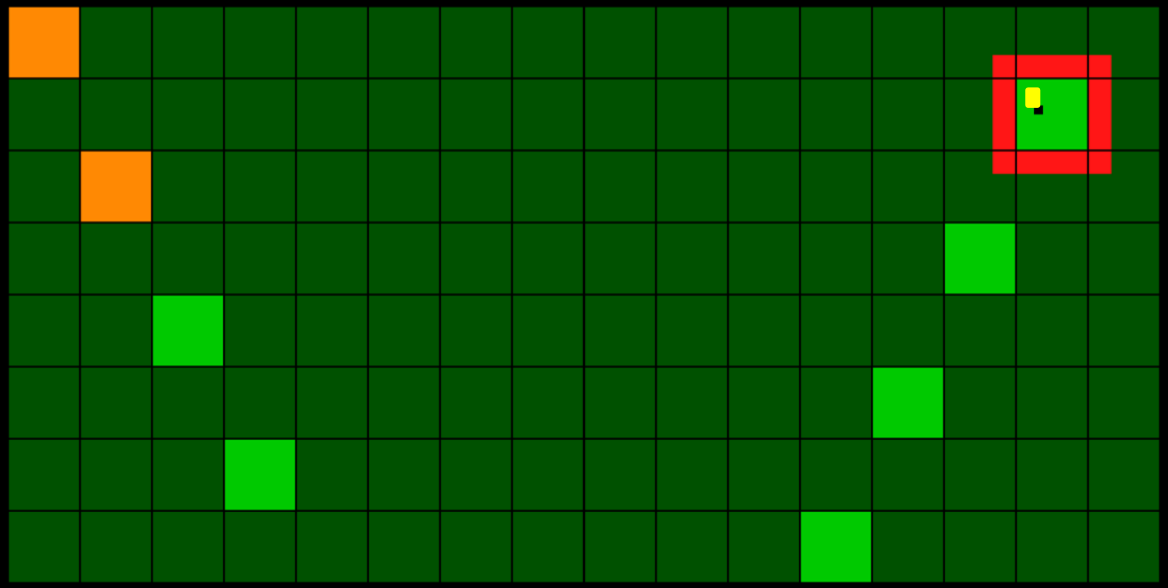
physical memory



Dedup Est Machina: Referencing the Fake Object

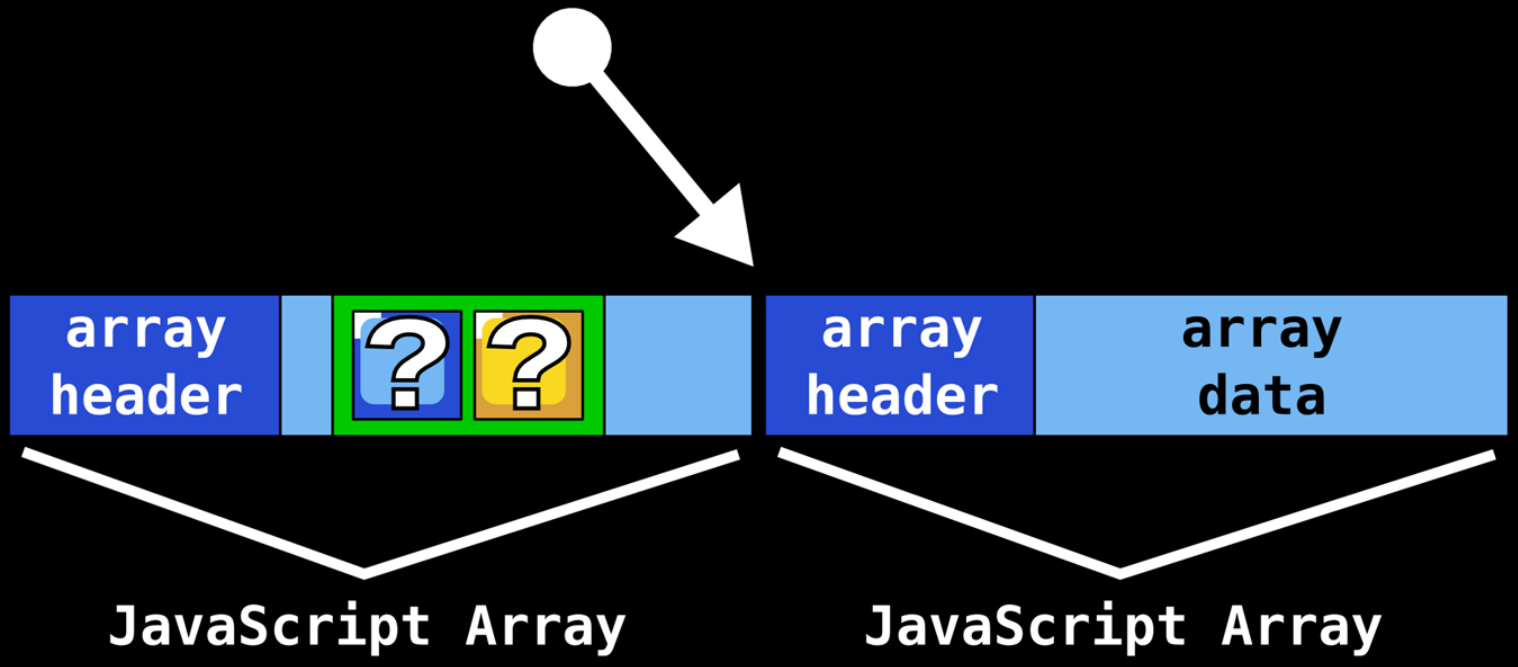
Double-sided Rowhammer

physical memory



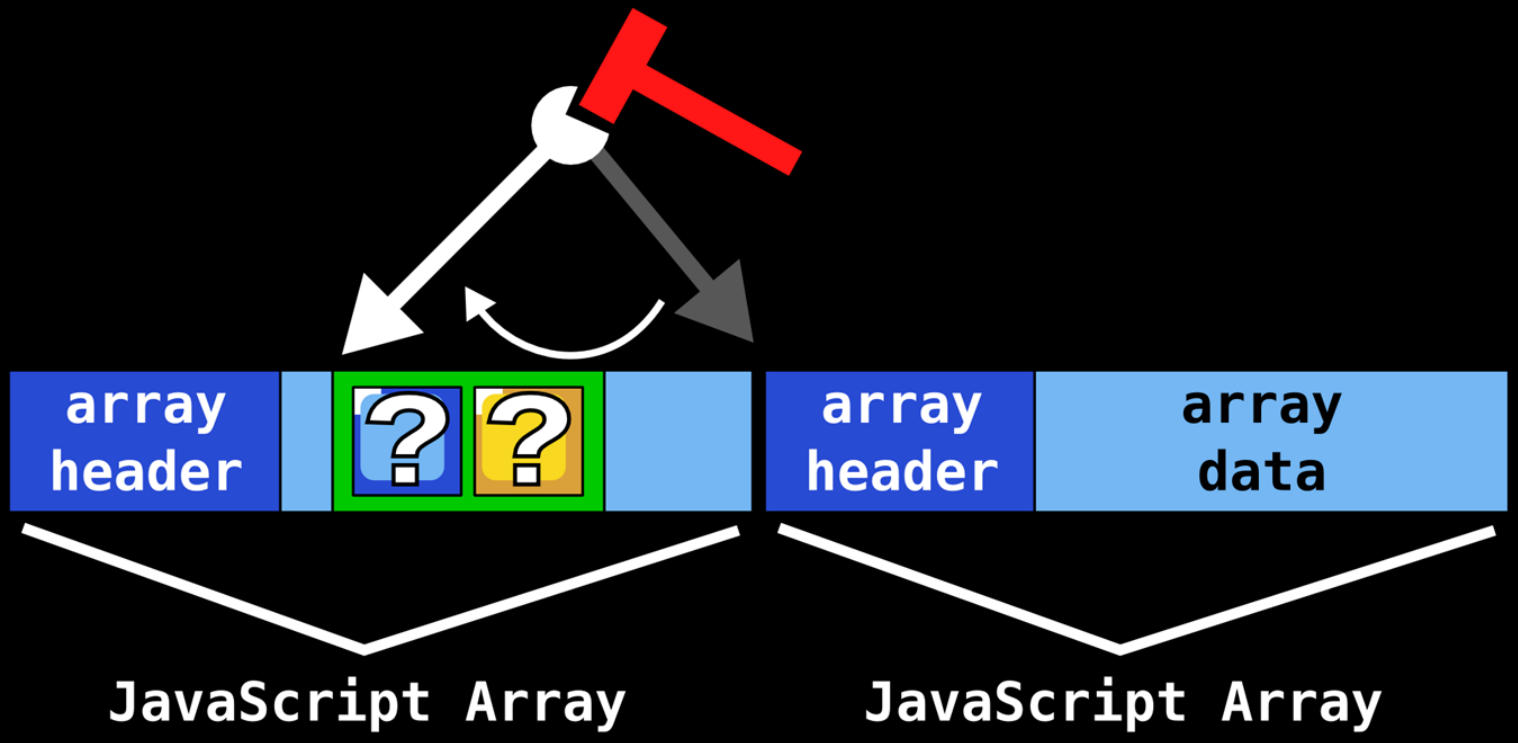
Dedup Est Machina: Referencing the Fake Object

Pointer Pivoting



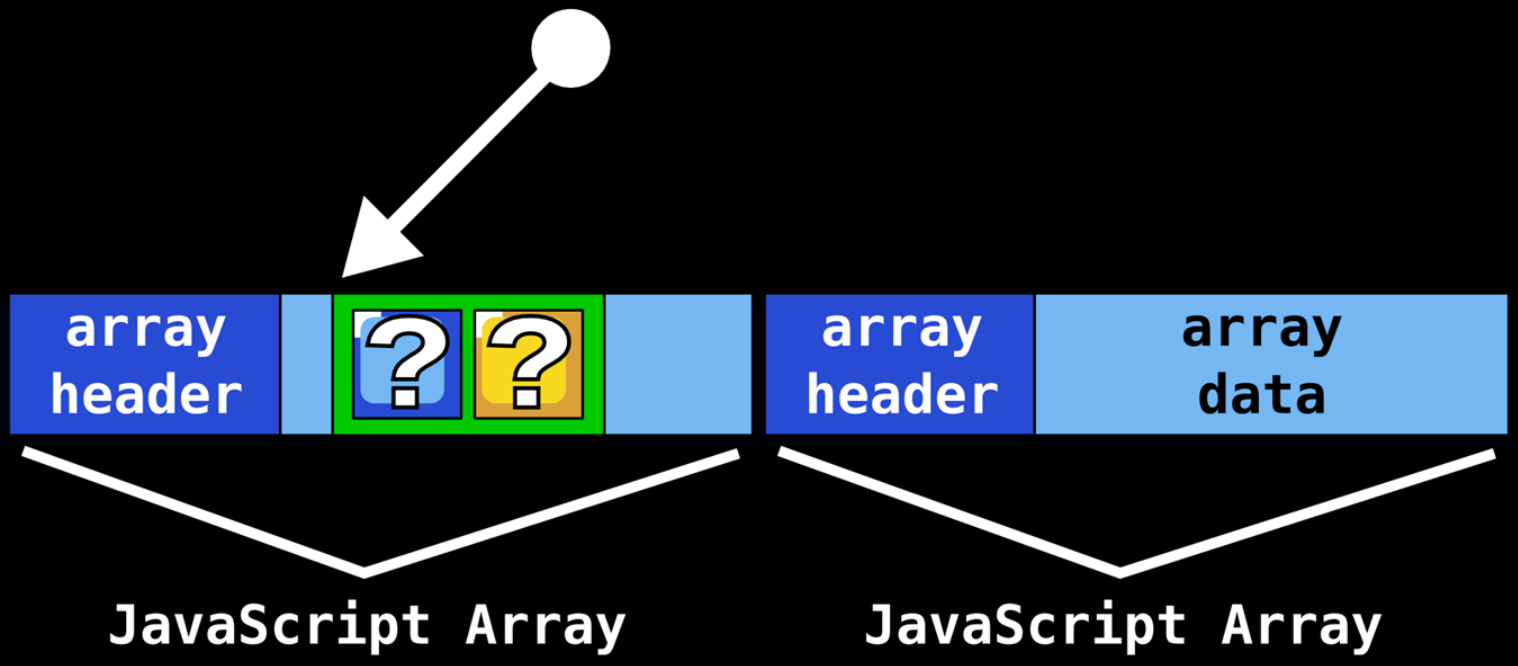
Dedup Est Machina: Referencing the Fake Object

Pointer Pivoting



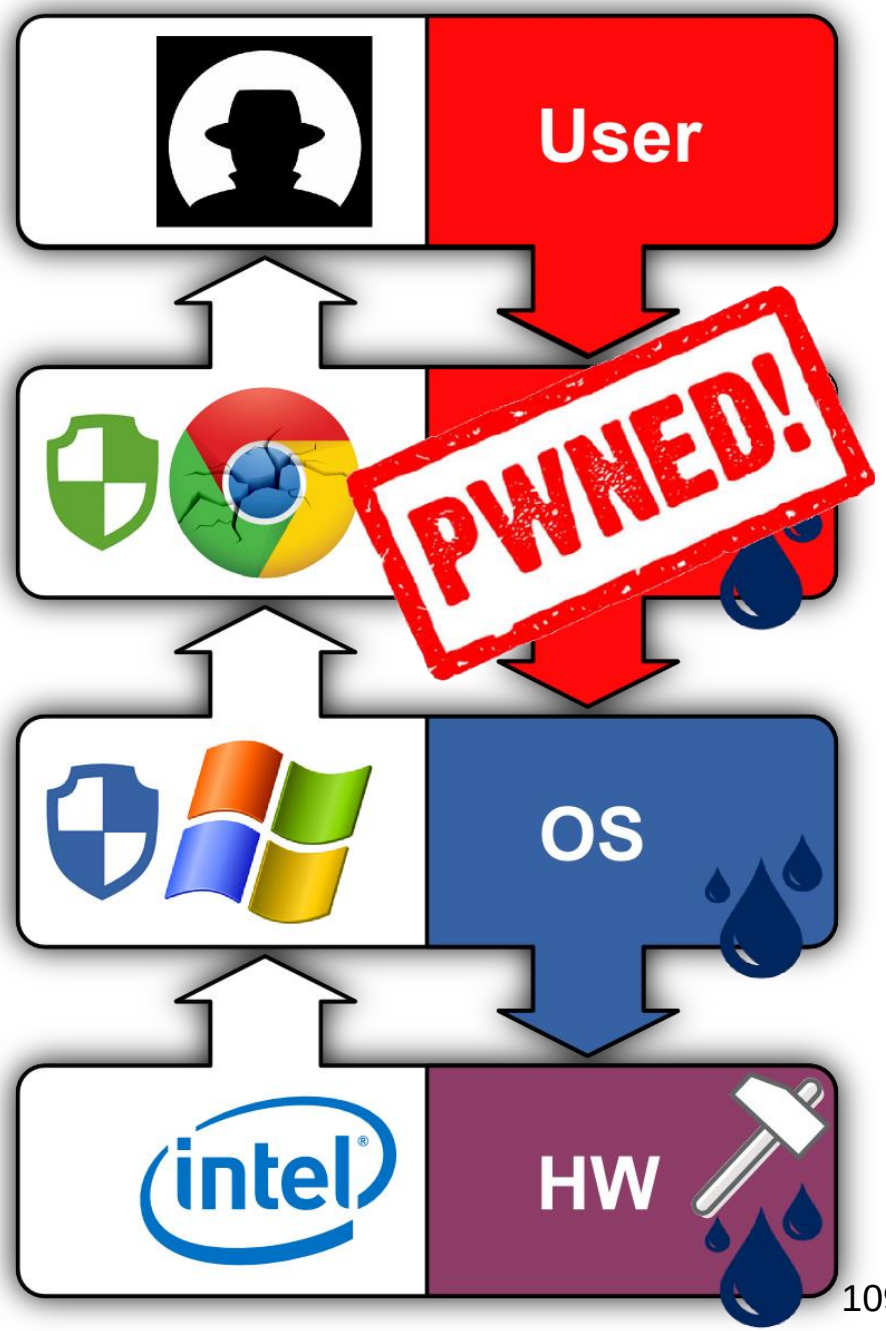
Dedup Est Machina: Referencing the Fake Object

Pointer Pivoting



Dedup Est Machina:

Can One Attack the Full System?



Dedup Est Machina: System-wide Exploitation

Deduplication is enabled system-wide

We can leak secrets from other processes

Say arbitrarily long passwords

- E.g., 30-byte password hashes in nginx

System-wide Rowhammer is more involved

- We don’t “own” other processes’ physical memory

We’ll look at this in our **next example**

Dedup Est Machina: Impact

We shared our MS Edge exploit with Microsoft and they addressed it in MS-16-093, July 18th (CVE-2016-3272) by temporarily disabling memory deduplication on Windows 10

Disable it on legacy systems (Powershell):

```
> Disable-MMAgent -PageCombining
```

EXAMPLE 2

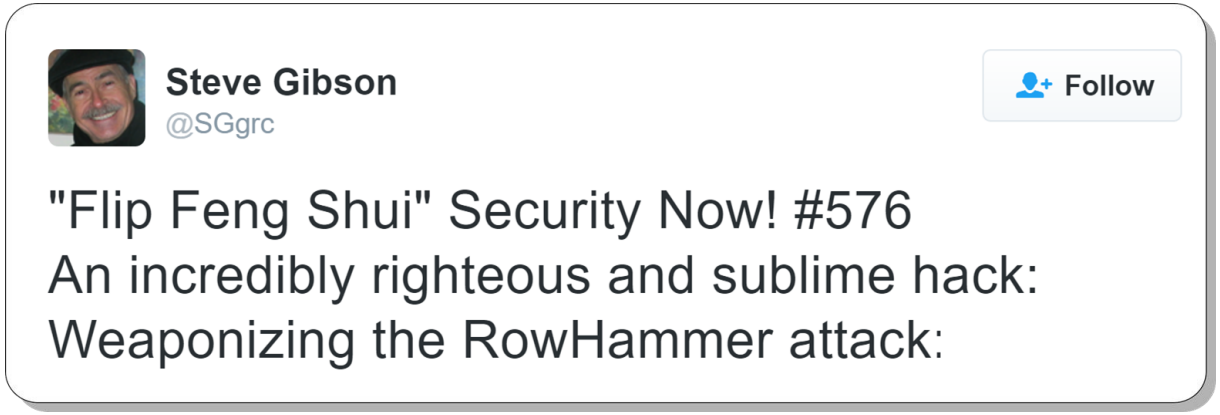
Bug-free Exploitation in Clouds

Flip Feng Shui

Published at USENIX Security 2016

with Ben, Kaveh, Erik, Herbert, and Bart (KU Leuven)

Much media attention



System-wide exploits in public KVM clouds

...without relying on a single software bug

Flip Feng Shui: Overview

Rowhammer
(hardware glitch)

Flip Feng Shui: Overview

Rowhammer
(hardware glitch)
+
Memory deduplication
(physical memory massaging primitive)

Flip Feng Shui: Overview

Rowhammer
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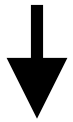
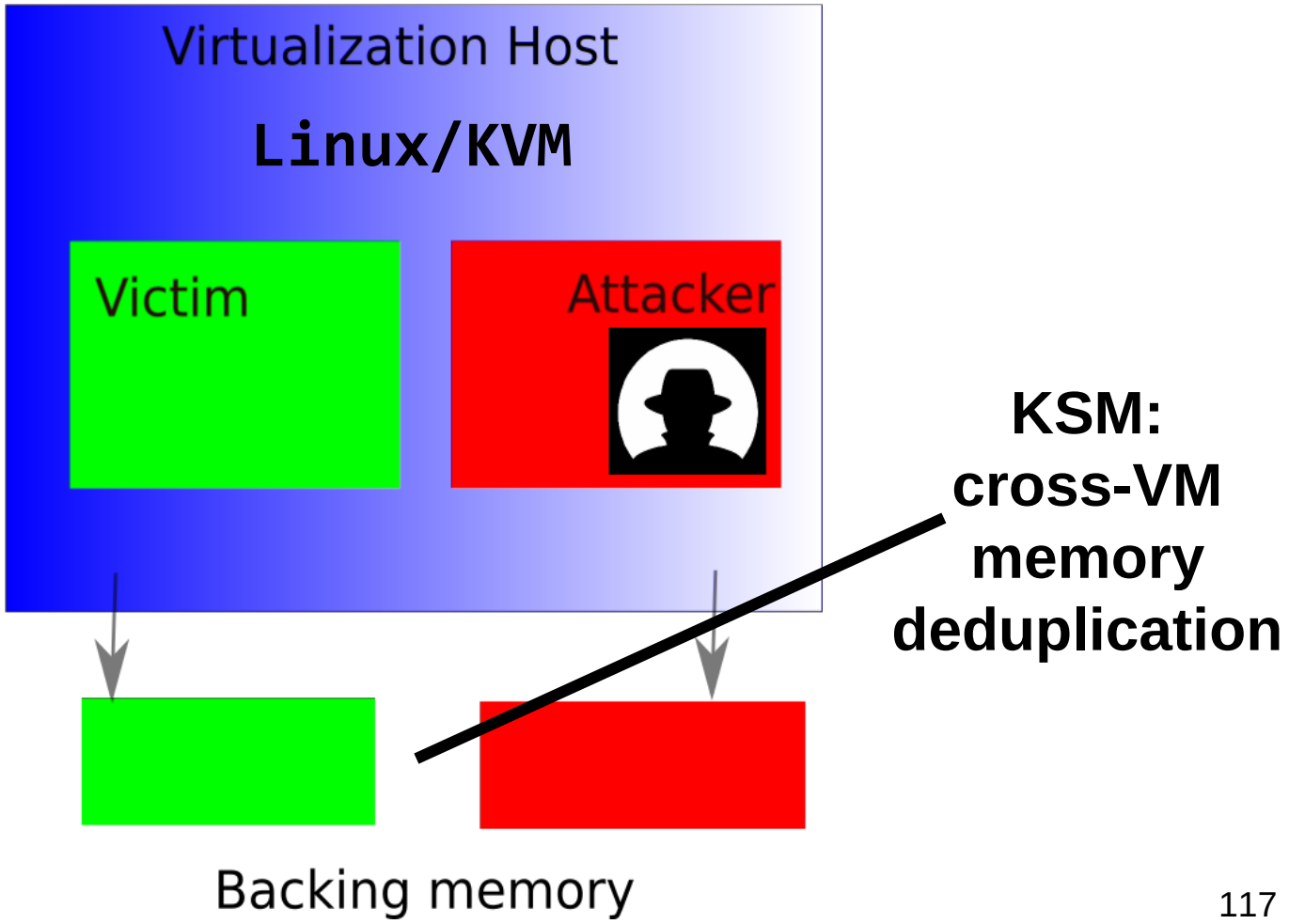
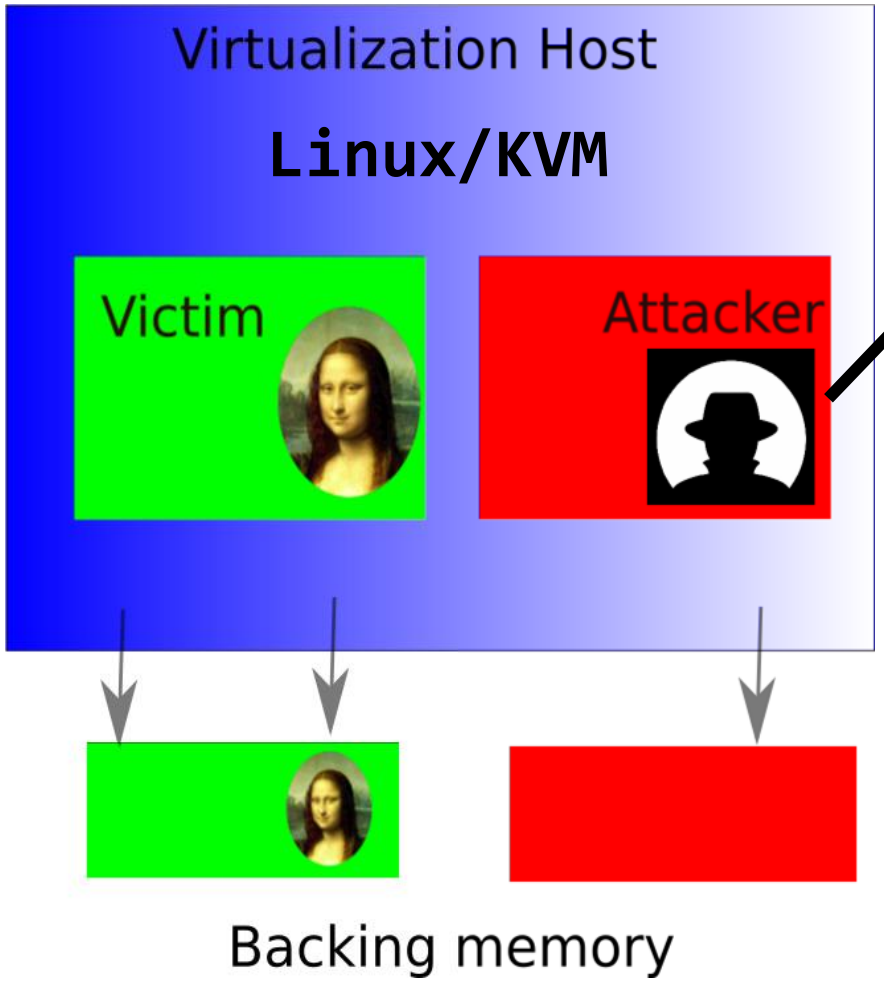


Cross-VM compromise in public Linux/KVM clouds without software bugs

Flip Feng Shui: Attacker's Goals

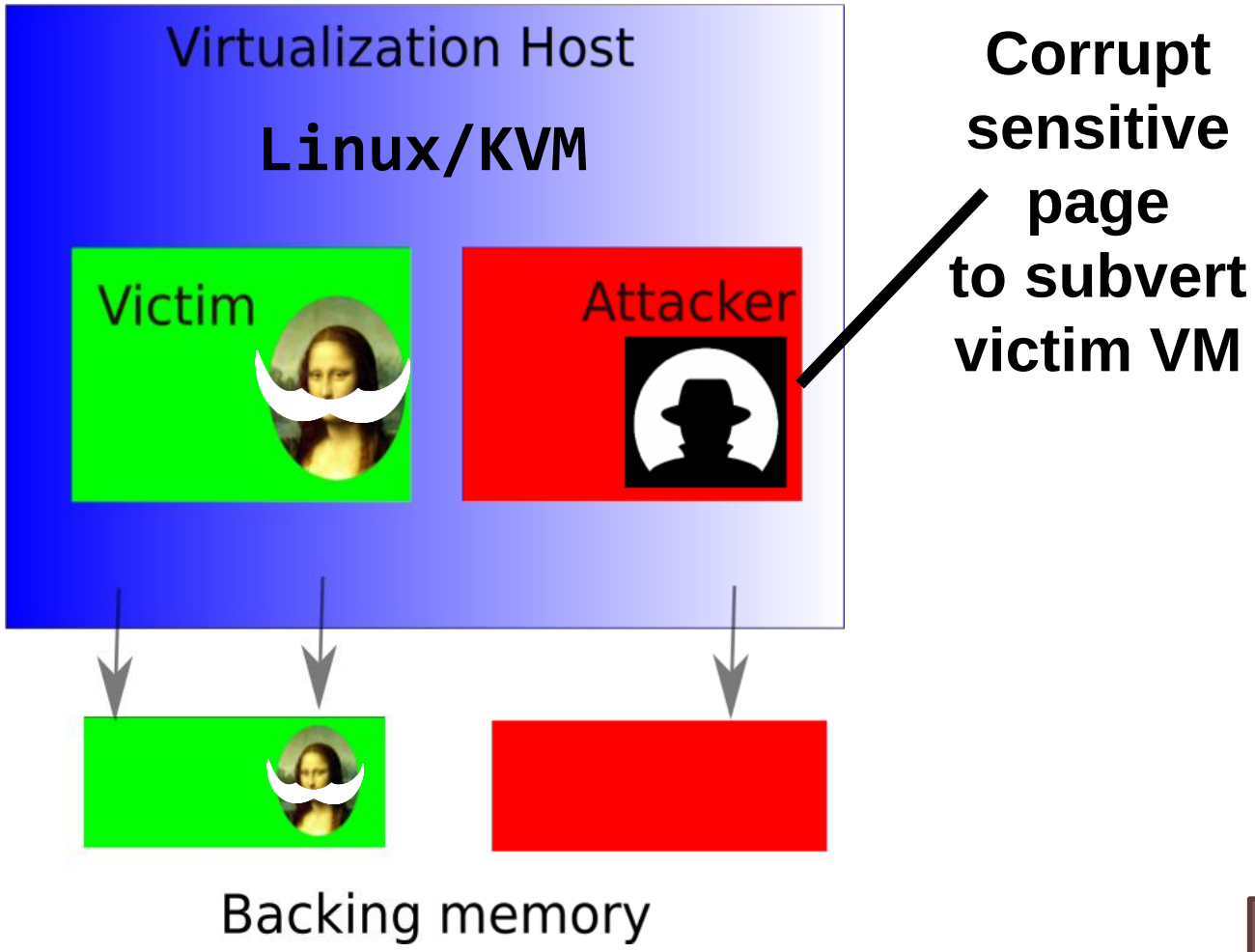


Flip Feng Shui: Attacker's Goals



Target sensitive memory page in victim VM's memory

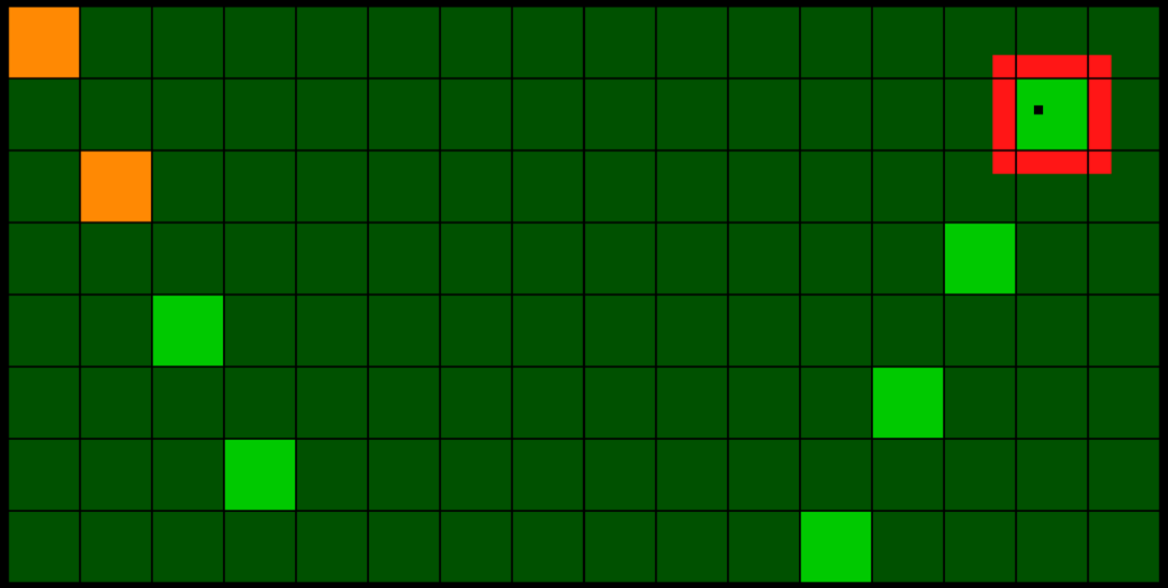
Flip Feng Shui: Attacker's Goals



Flip Feng Shui: Probabilistic Rowhammering

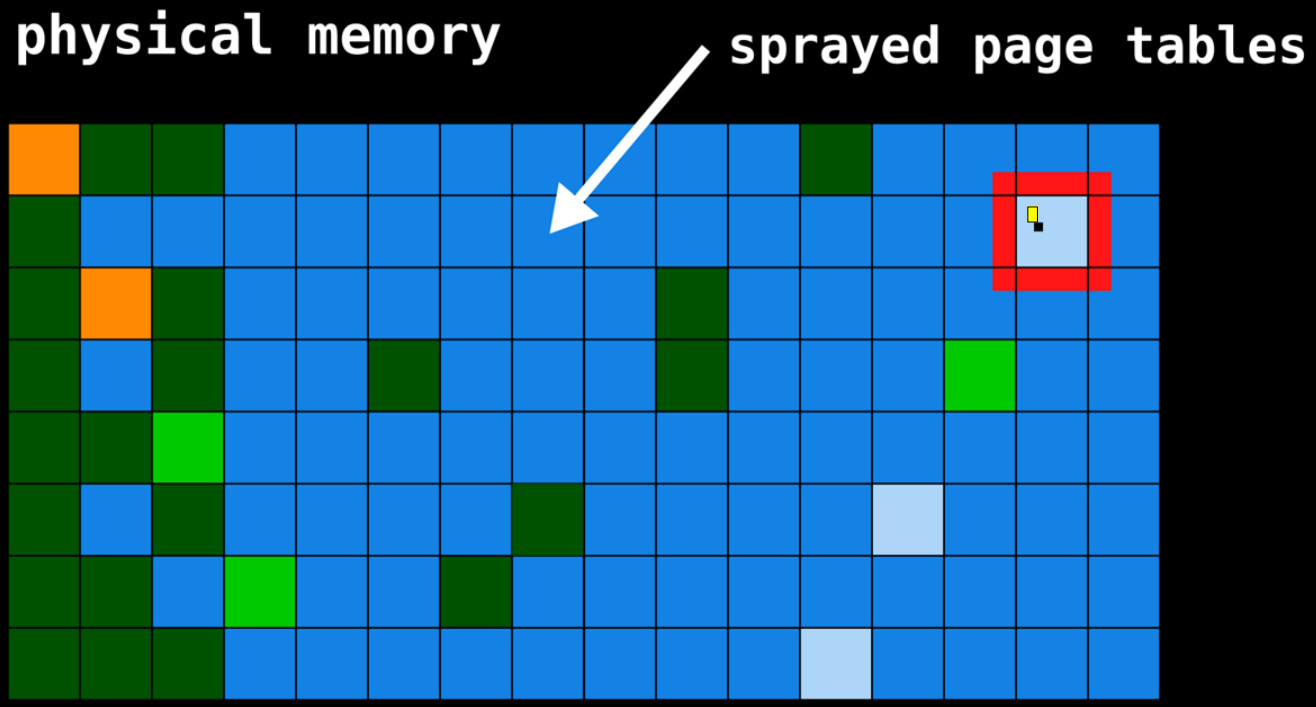
Double-sided Rowhammer

physical memory



Flip Feng Shui: Probabilistic Rowhammering

Seaborn's Attack



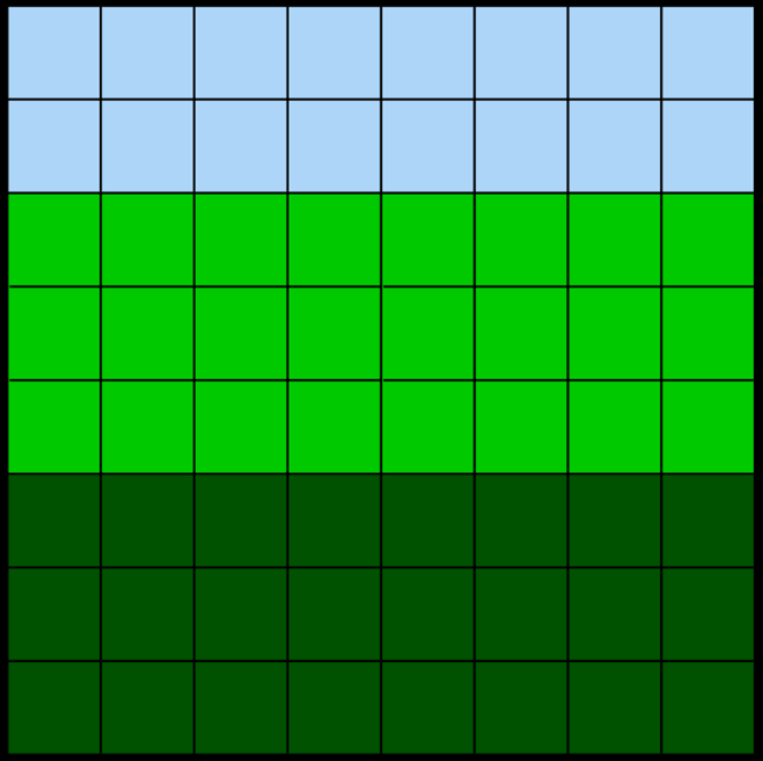
Flip Feng Shui: Mechanics

Step 1:

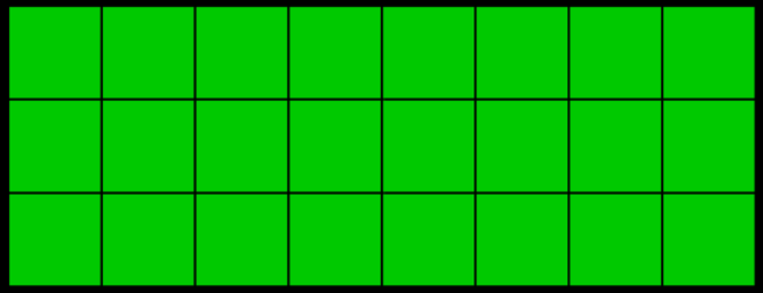
The attacker needs to find a vulnerable physical page to flip bits at a given sensitive offset

Flip Feng Shui: Templating

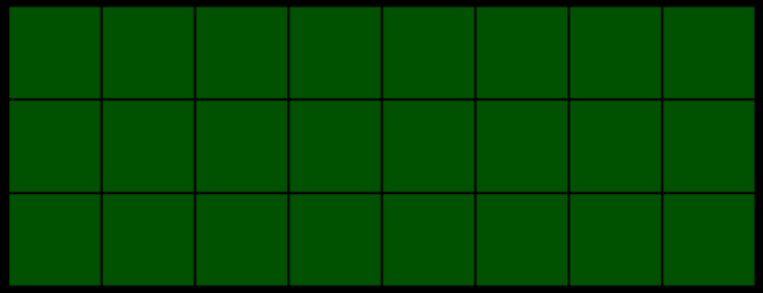
physical memory



attacker memory

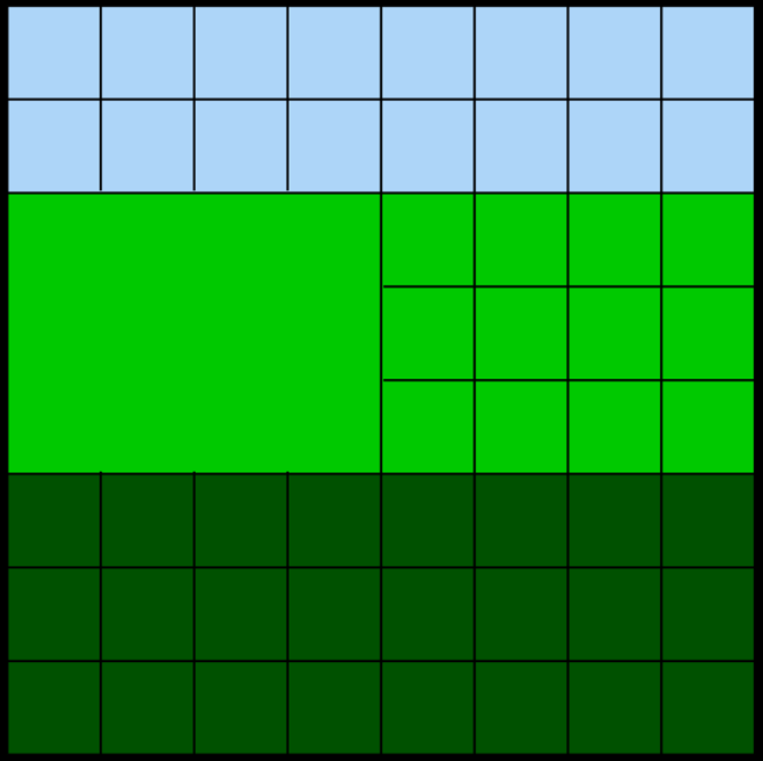


victim memory

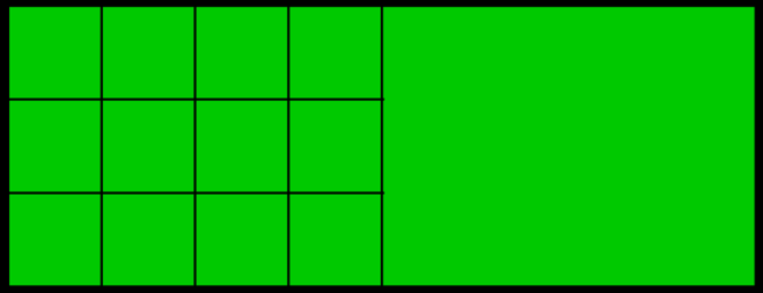


Flip Feng Shui: Templating

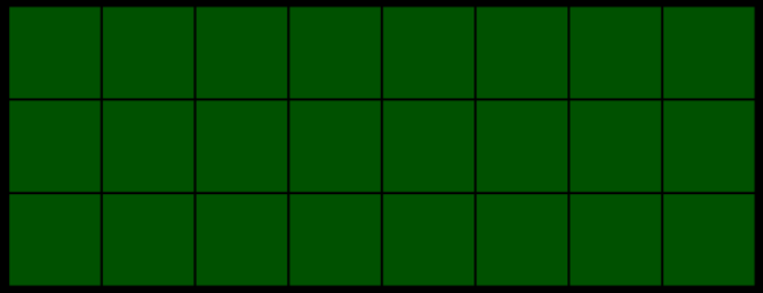
physical memory



attacker memory

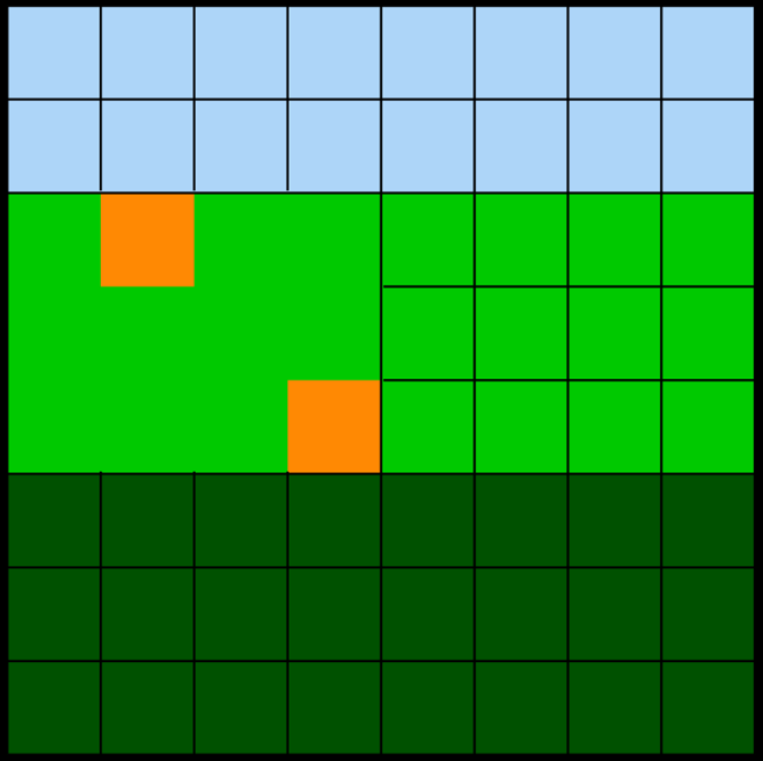


victim memory

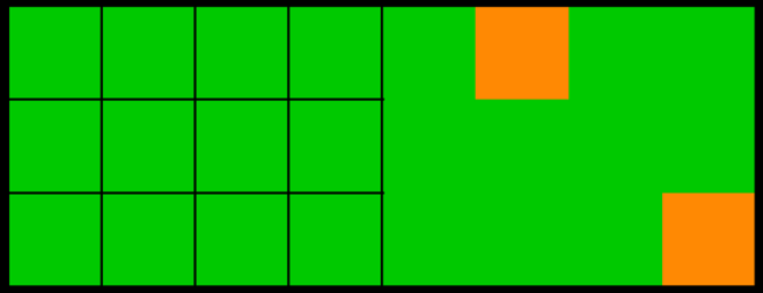


Flip Feng Shui: Templating

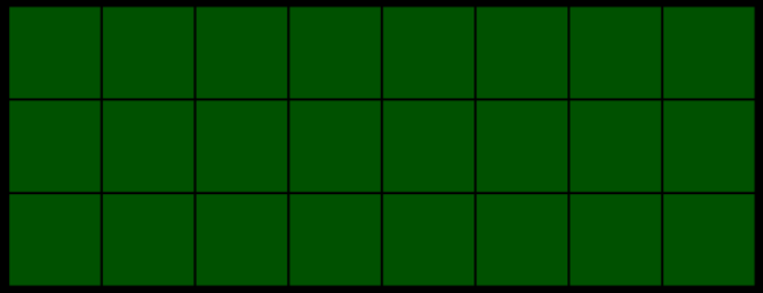
physical memory



attacker memory

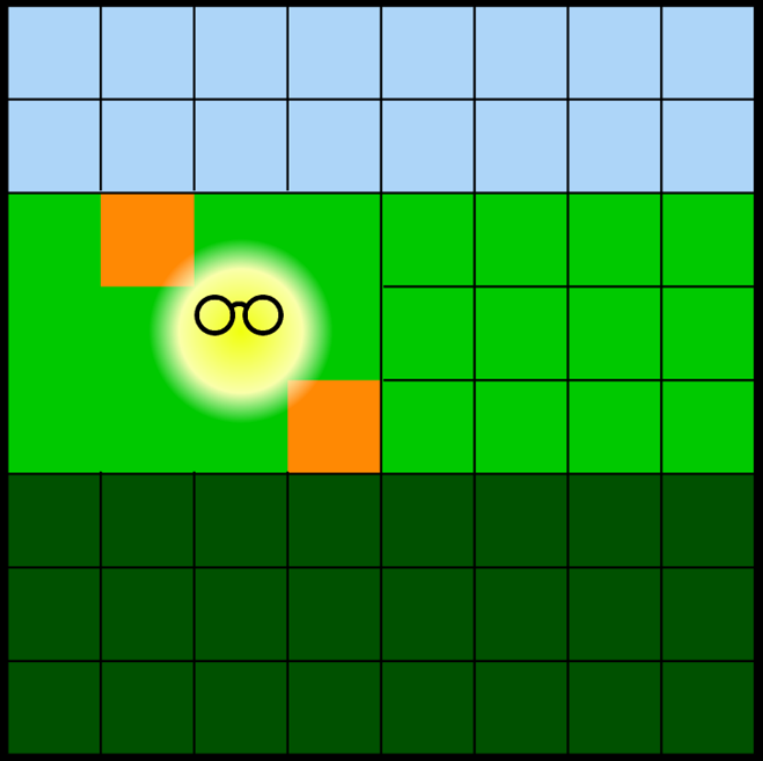


victim memory

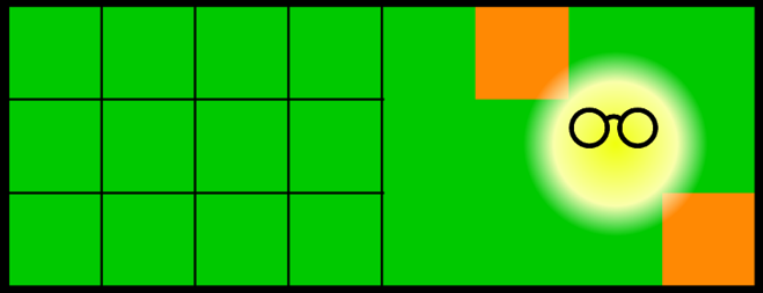


Flip Feng Shui: Templating

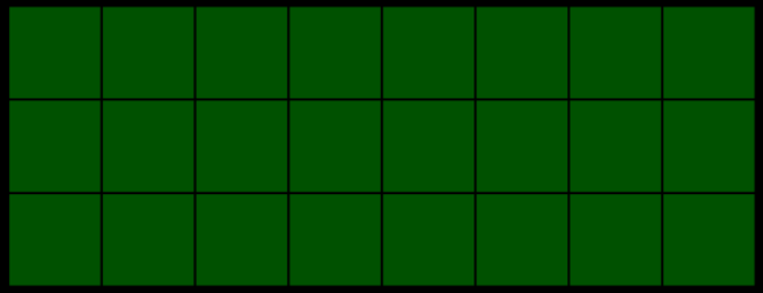
physical memory



attacker memory

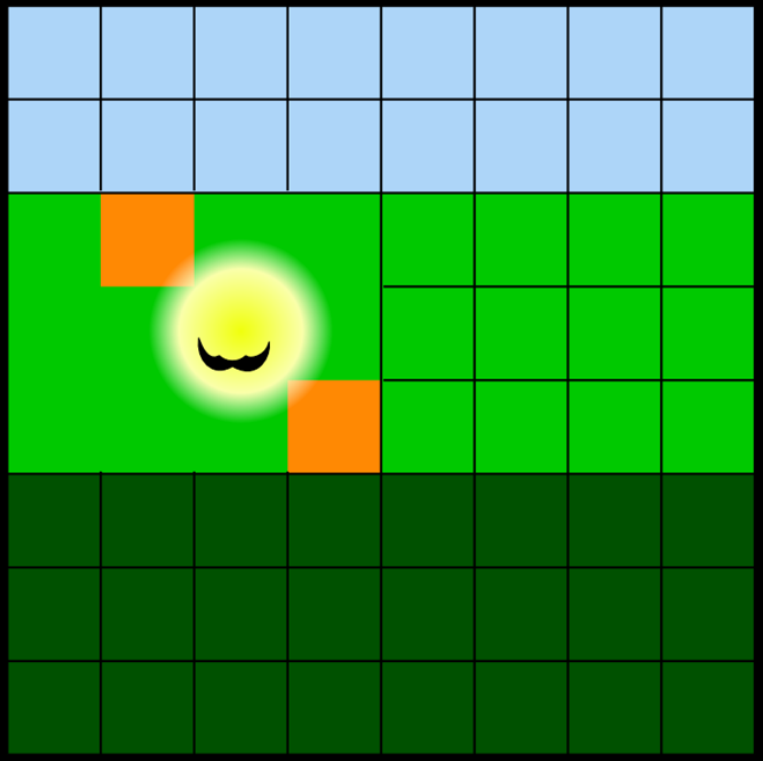


victim memory

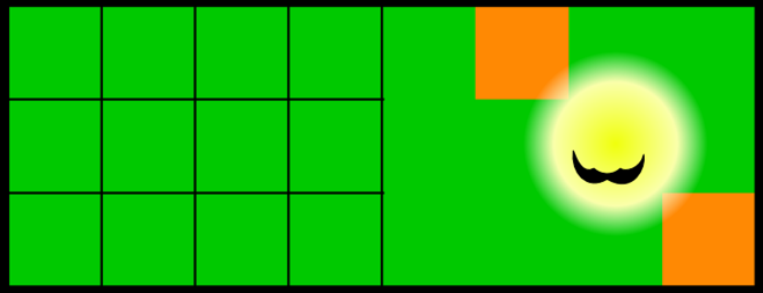


Flip Feng Shui: Templating

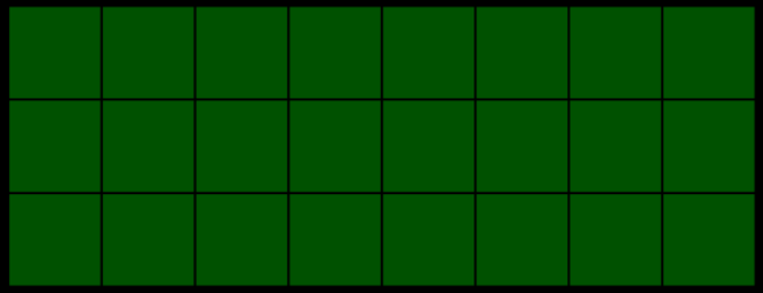
physical memory



attacker memory



victim memory



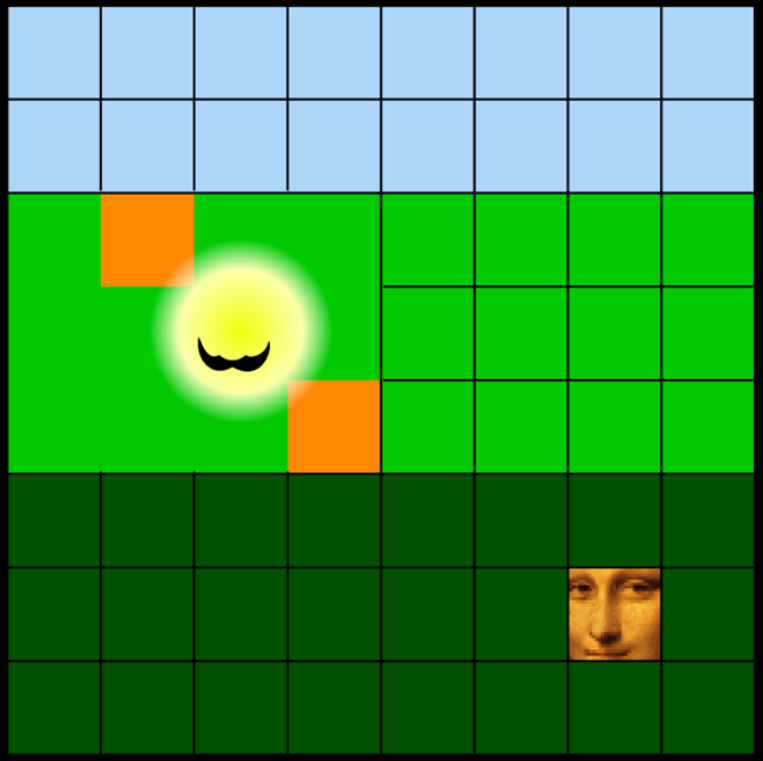
Flip Feng Shui: Mechanics

Step 2:

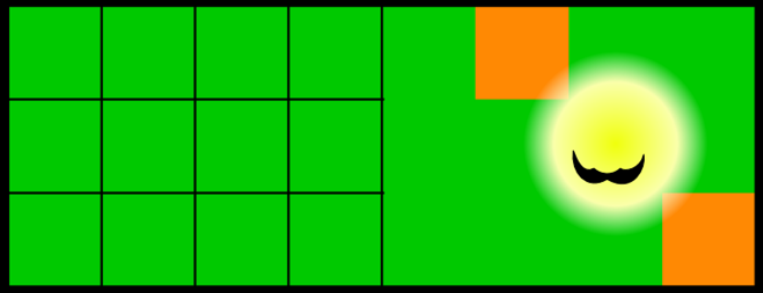
The attacker needs to force the system to map the victim page into the vulnerable template

Flip Feng Shui: Physical Memory Massaging

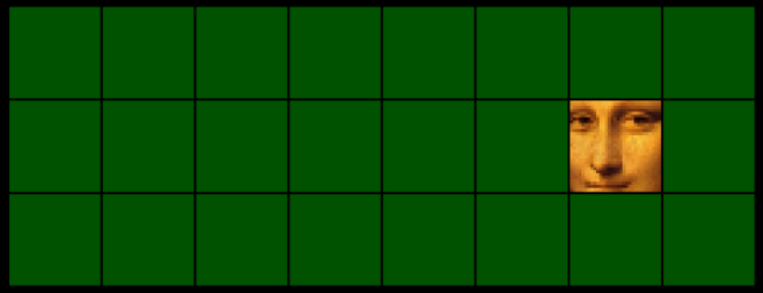
physical memory



attacker memory

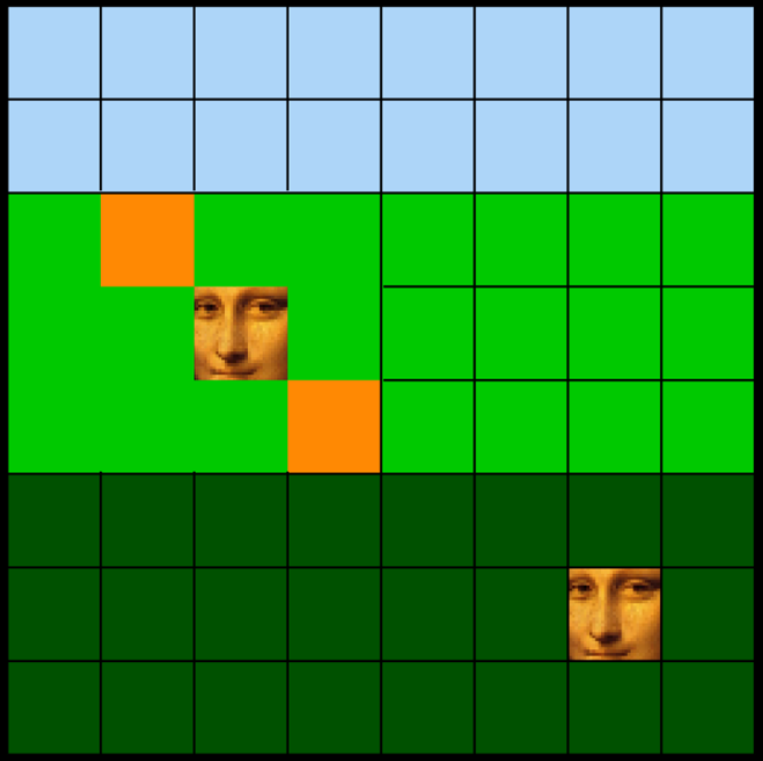


victim memory

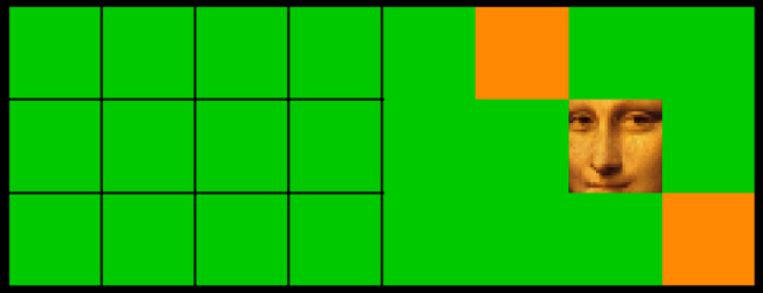


Flip Feng Shui: Physical Memory Massaging

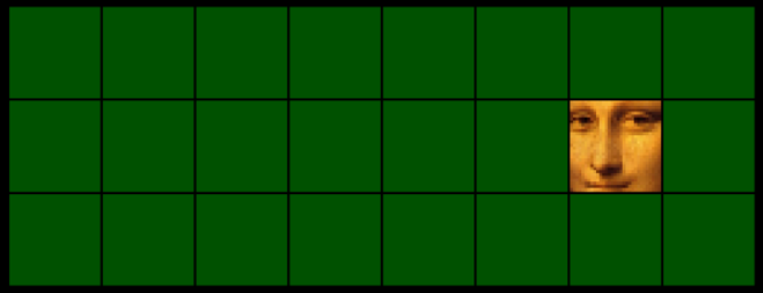
physical memory



attacker memory

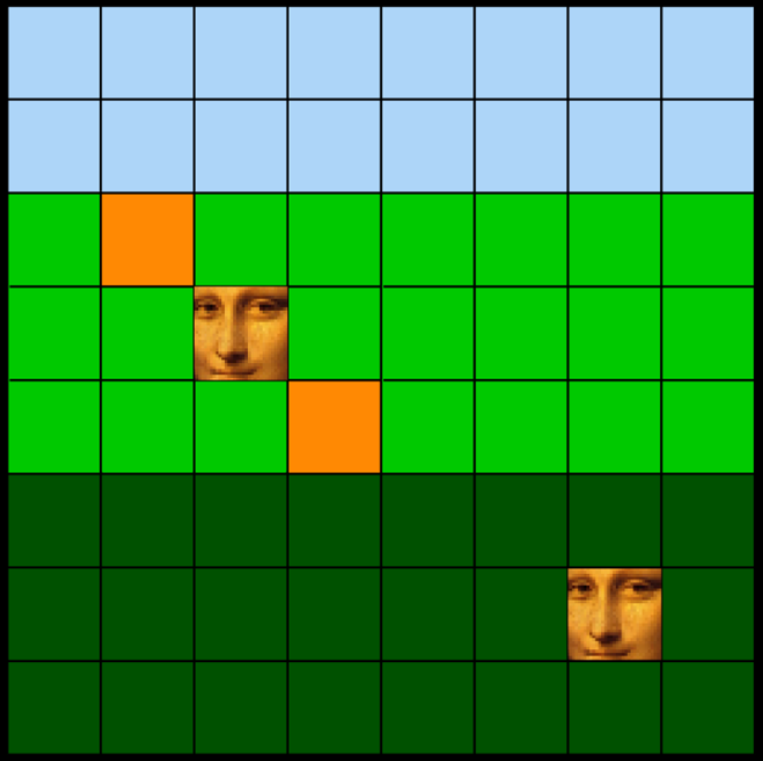


victim memory

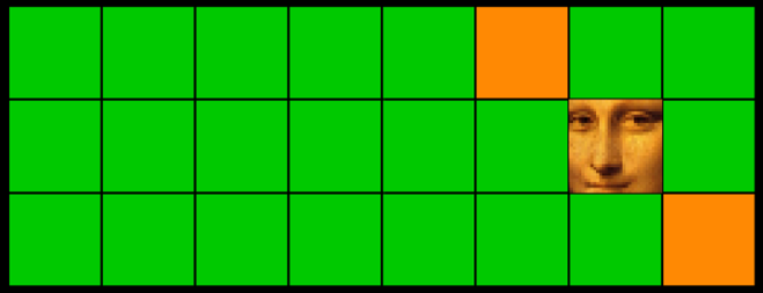


Flip Feng Shui: Physical Memory Massaging

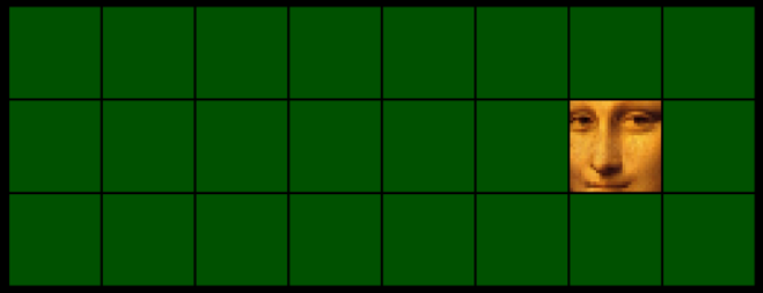
physical memory



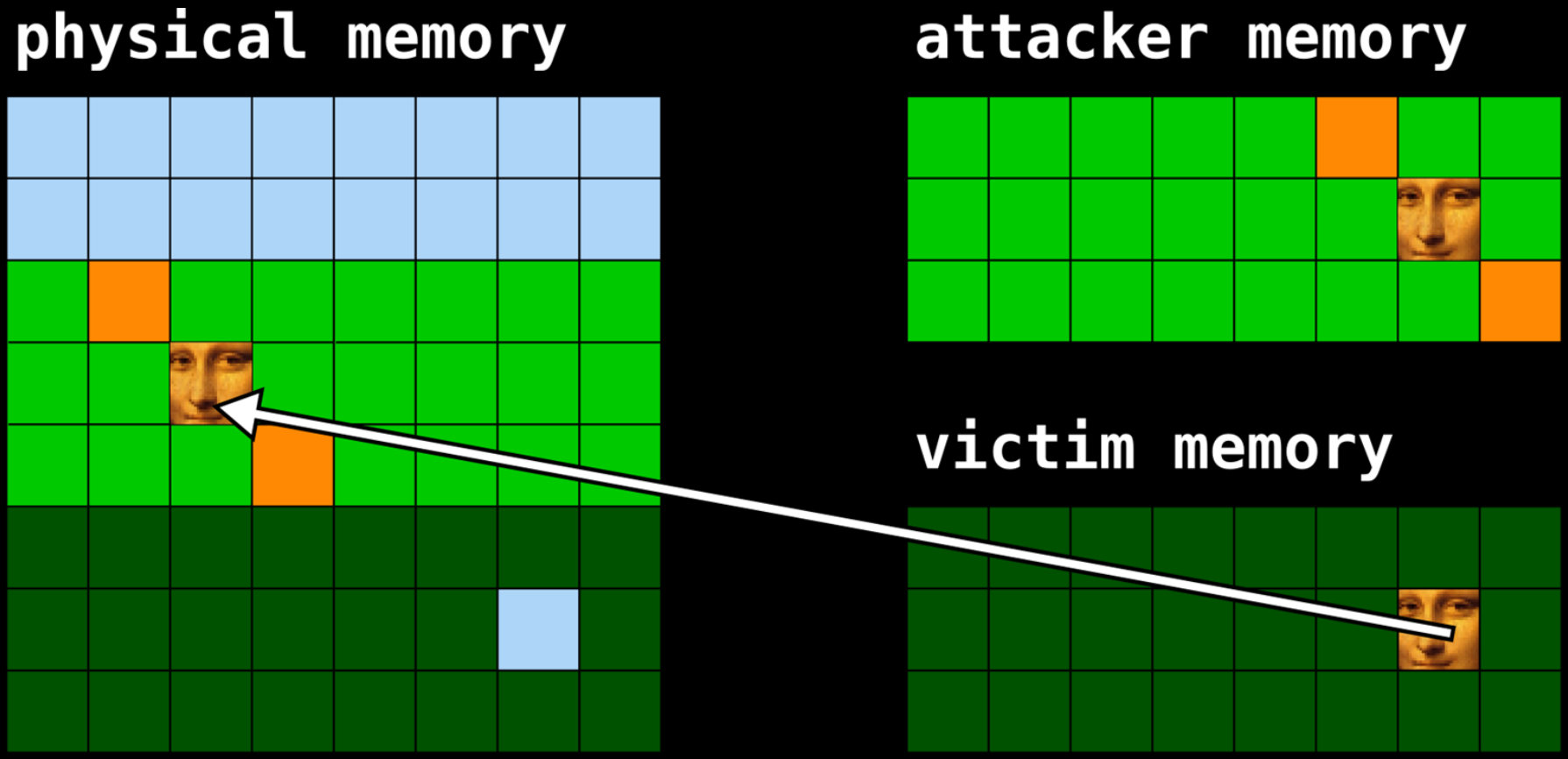
attacker memory



victim memory



Flip Feng Shui: Physical Memory Massaging

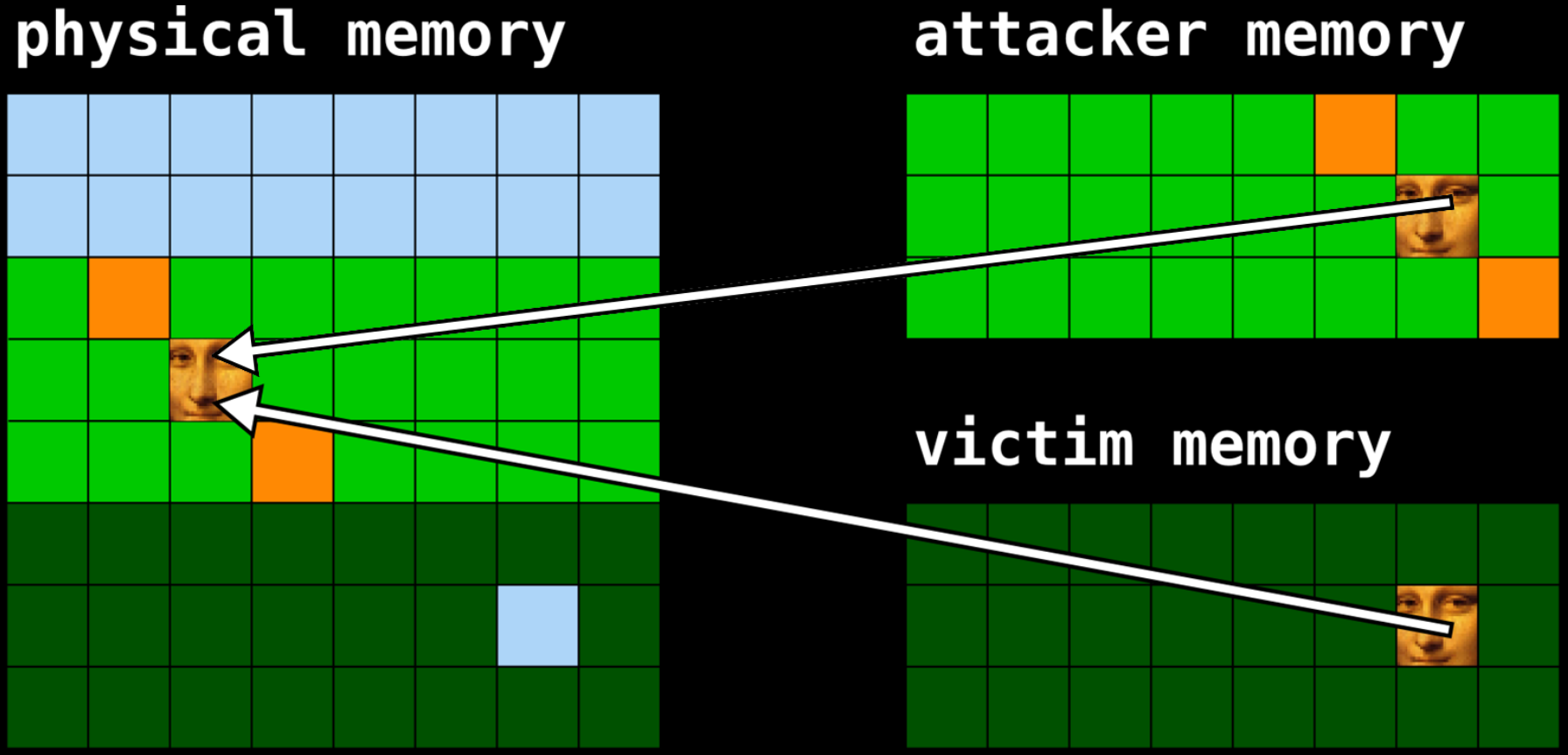


Flip Feng Shui: Mechanics

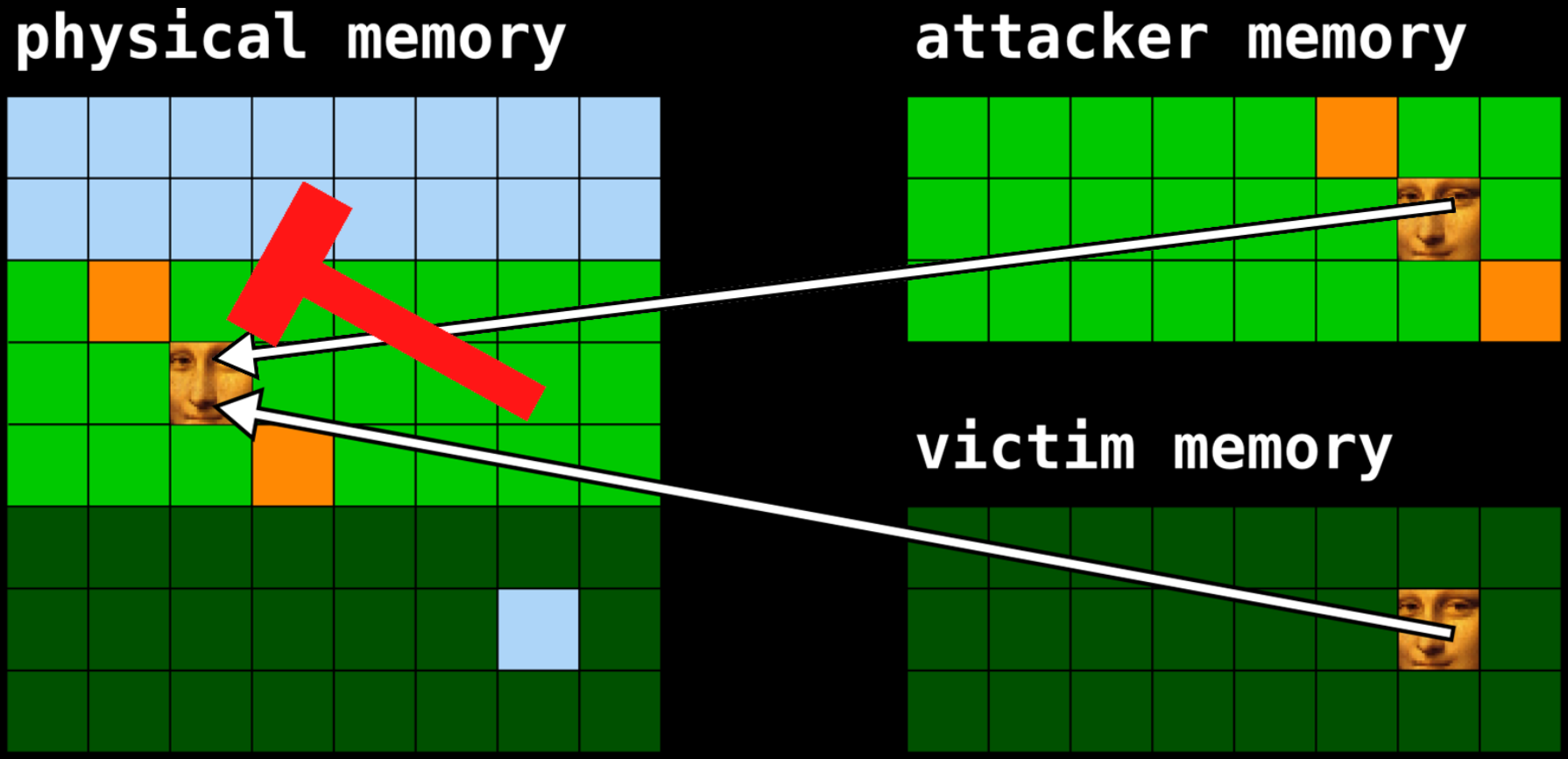
Step 3:

The attacker needs to flip the bit at the sensitive offset in the vulnerable template

Flip Feng Shui: Exploitation

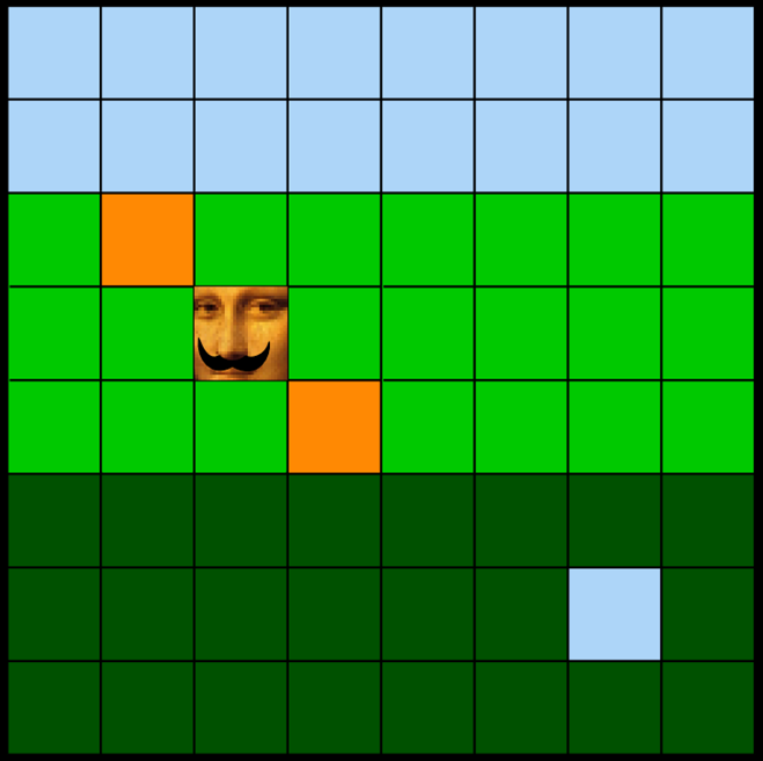


Flip Feng Shui: Exploitation

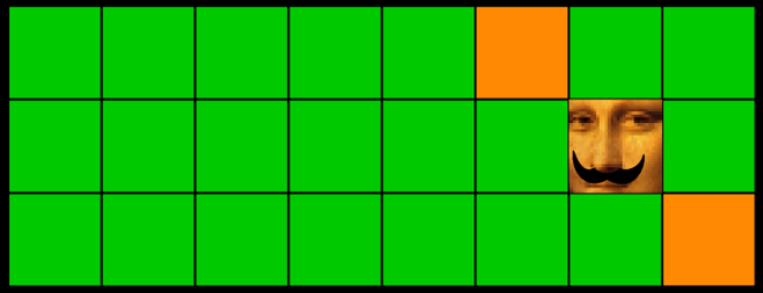


Flip Feng Shui: Exploitation

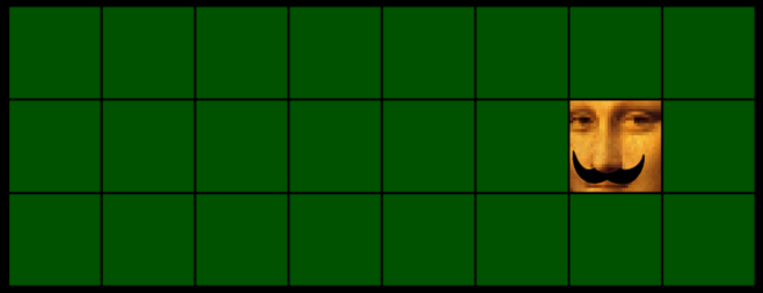
physical memory



attacker memory



victim memory



Flip Feng Shui: Finding a Victim Page

The attacker wants a **victim page**:

- containing security-sensitive data
  - Corruption should result in cross-VM compromise
- with predictable content
  - For memory deduplication to map it into attacker VM
- with ideally many sensitive offsets
  - Easier to find useful templates

Flip Feng Shui: Finding a Victim Page

How about **public cryptographic keys**?

Public keys are not secret, thus predictable

Arbitrary corruption weakens their security

Flip Feng Shui: OpenSSH Attack

How about **public cryptographic keys**?

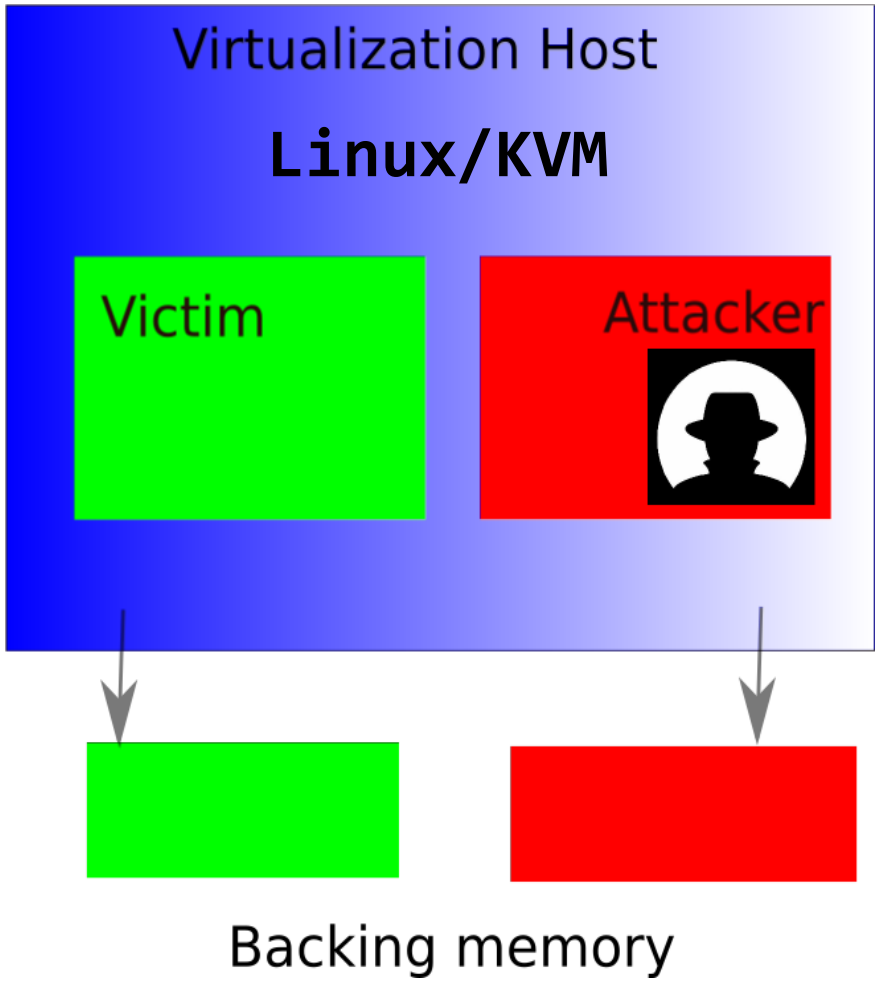
Public keys are not secret, thus predictable

Arbitrary corruption weakens their security

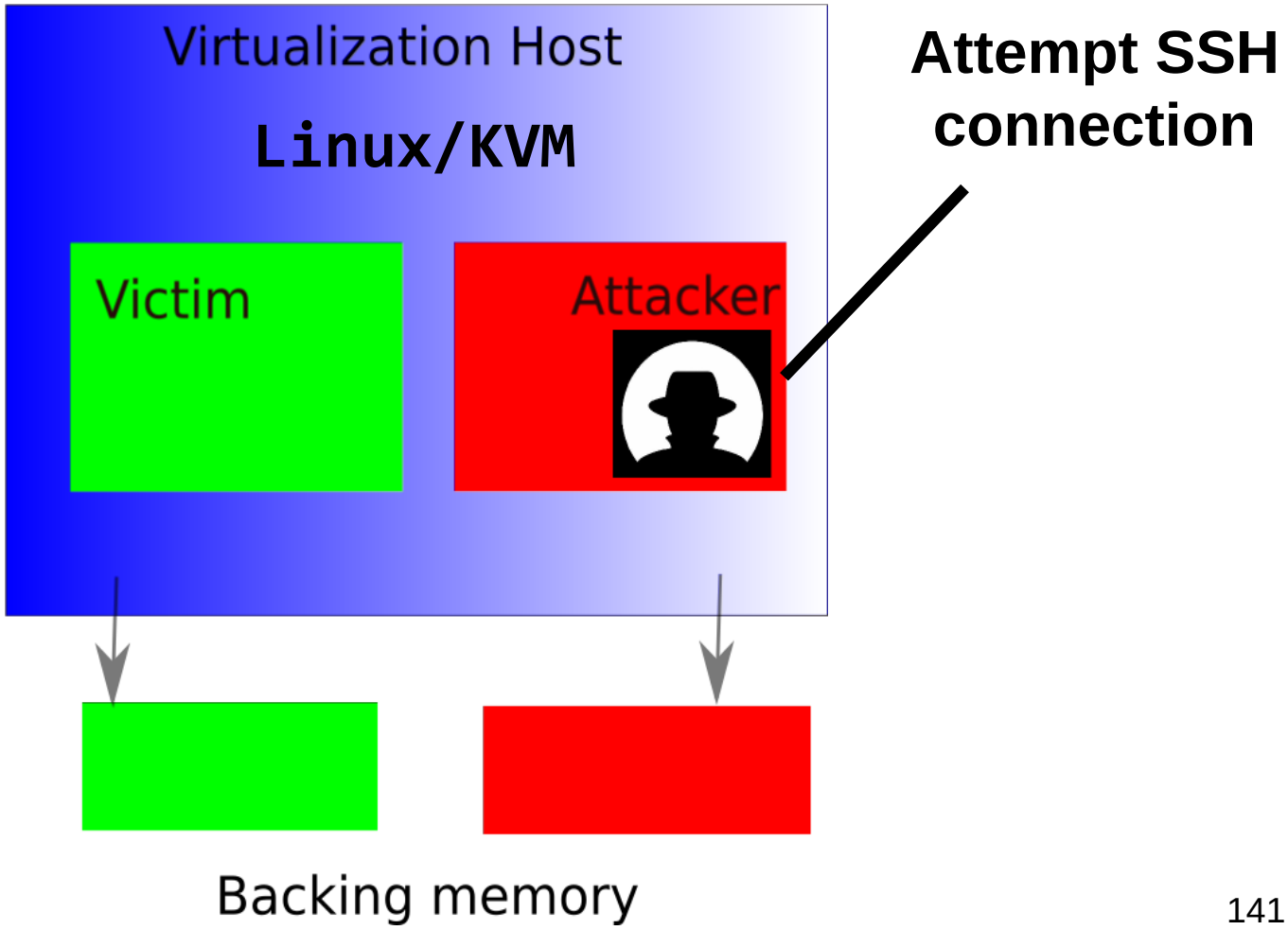
Target OpenSSH's `~/.ssh/authorized_keys` to SSH to victim VM and login as administrator

```
ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAABAQDMUensMjWvw+d4SLKCVcP0MR
3n2PsSohXBroW/qOcUXB8NFHlbWXUORC/uSPnAnWH1QYeuIP5UNnkBXWpDGgjm
WTbrUfA4tqW1BBwjii4qIUWcBGql1dBUvqWsWbZ86/NY2fsKLtLDkk1eFhcJmN
FXnYkRs3J21BGS7JdUnDd9ue0x2Nk/aSp2GODzAXwDPhwQNw4LQ8/xZTkn5Djq
IAAXBpa+qaqTMdKNItOi/IVLoR/7BqgVslt3tbgZmew4IsmUFQMCwKdxBk5TxA
agAjCmwmh+gRt0/tb6tDKzvVCNcHc4968VPXJYK2+Hr/RdYloYSLoIV/DQcTIy
yYzhUV5v test@source
```

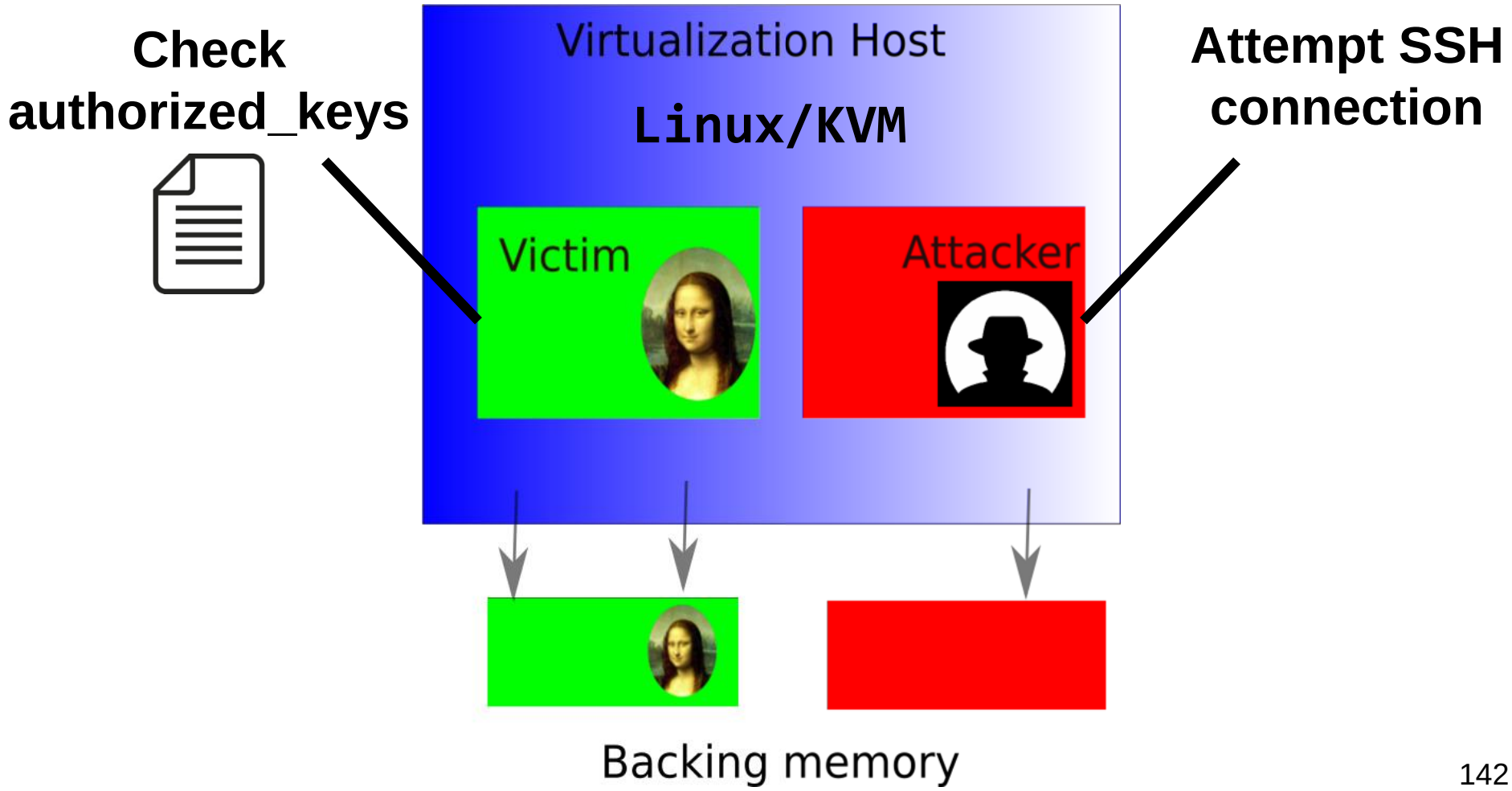
Flip Feng Shui: OpenSSH Attack



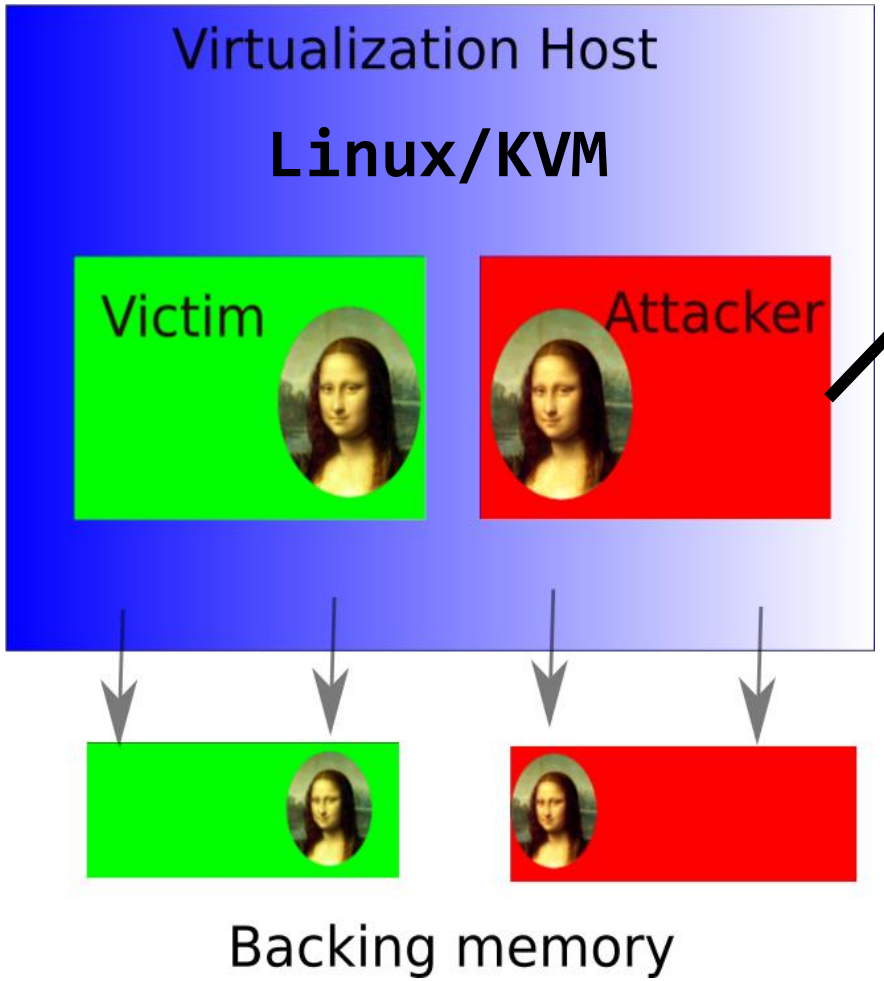
Flip Feng Shui: OpenSSH Attack



Flip Feng Shui: OpenSSH Attack

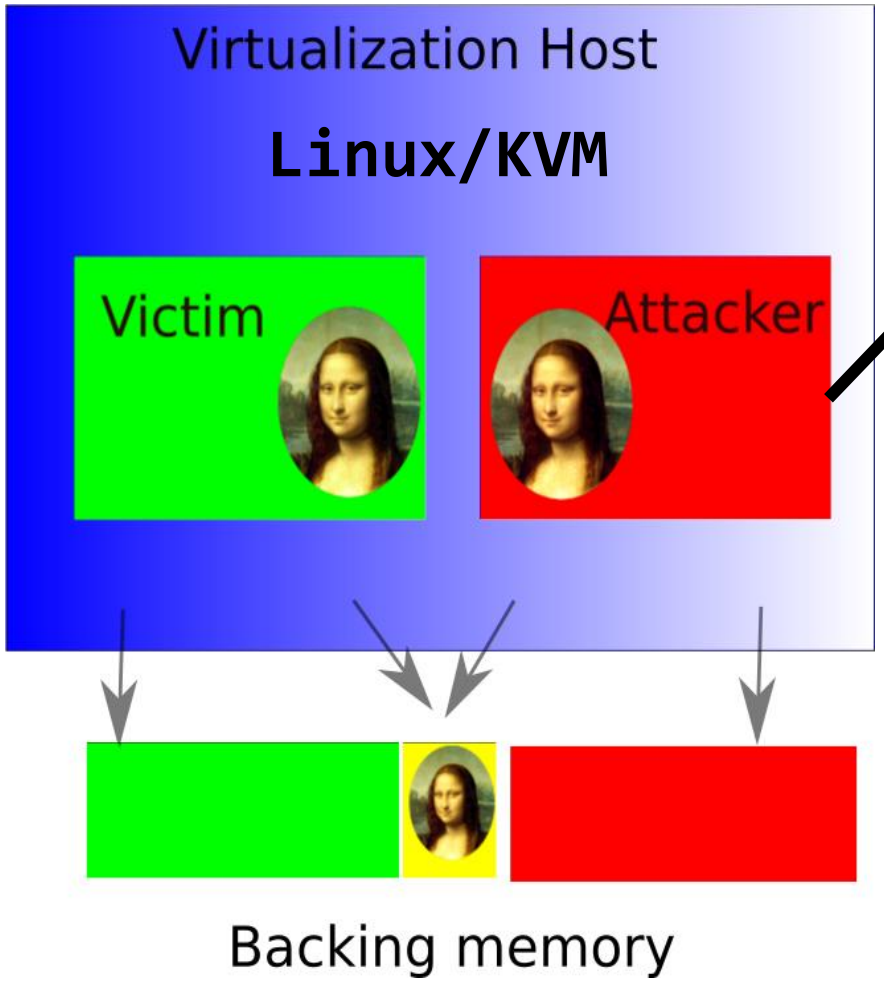


Flip Feng Shui: OpenSSH Attack



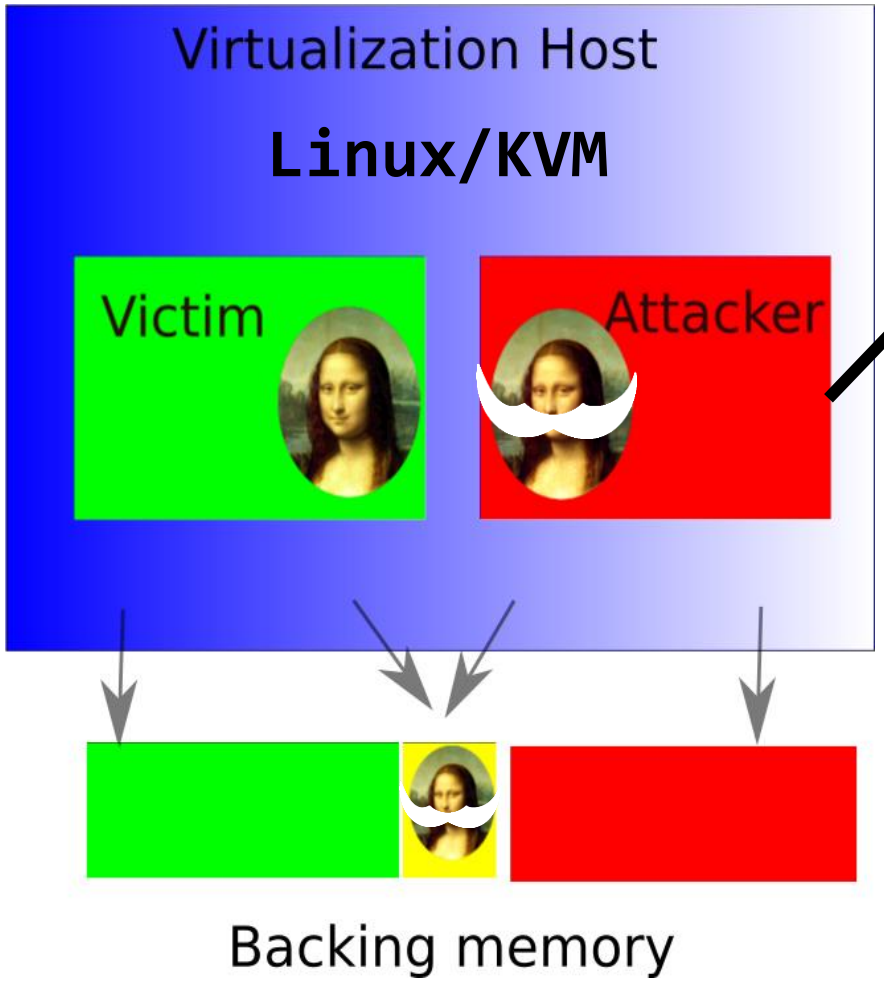
Craft victim page content in vulnerable template

Flip Feng Shui: OpenSSH Attack



Dedup moves the victim page to the vulnerable template

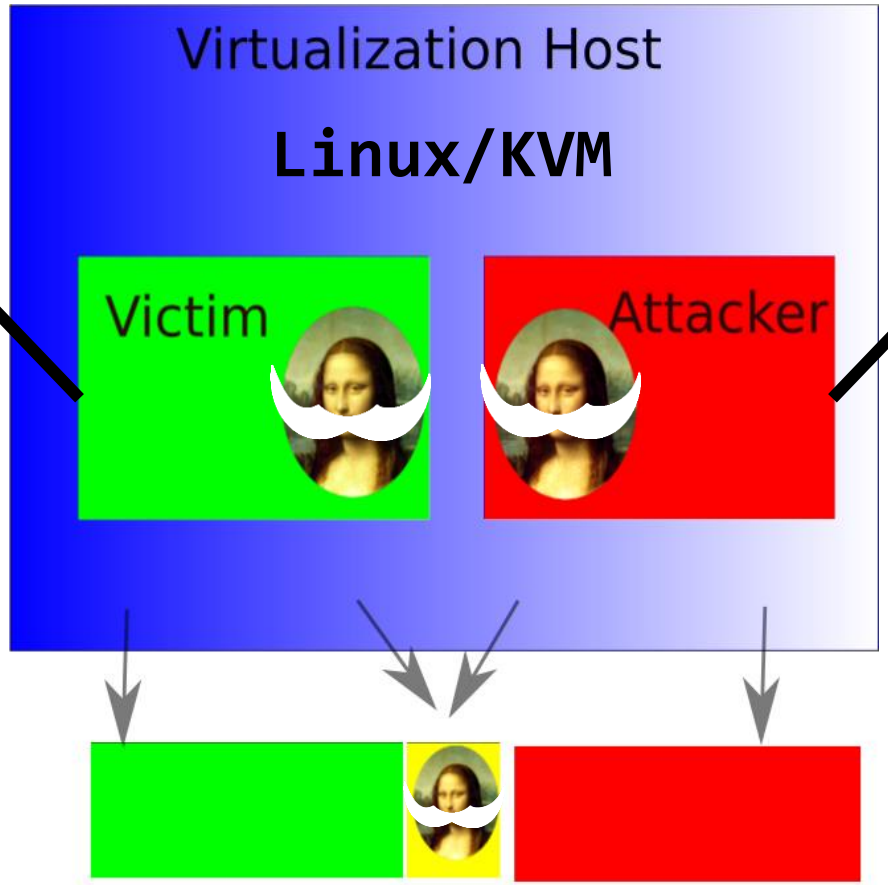
Flip Feng Shui: OpenSSH Attack



Hammer time!

Flip Feng Shui: OpenSSH Attack

Changes are reflected in the victim page



Hammer time!

Flip Feng Shui: OpenSSH Attack

A bit flip in a **public RSA key**...

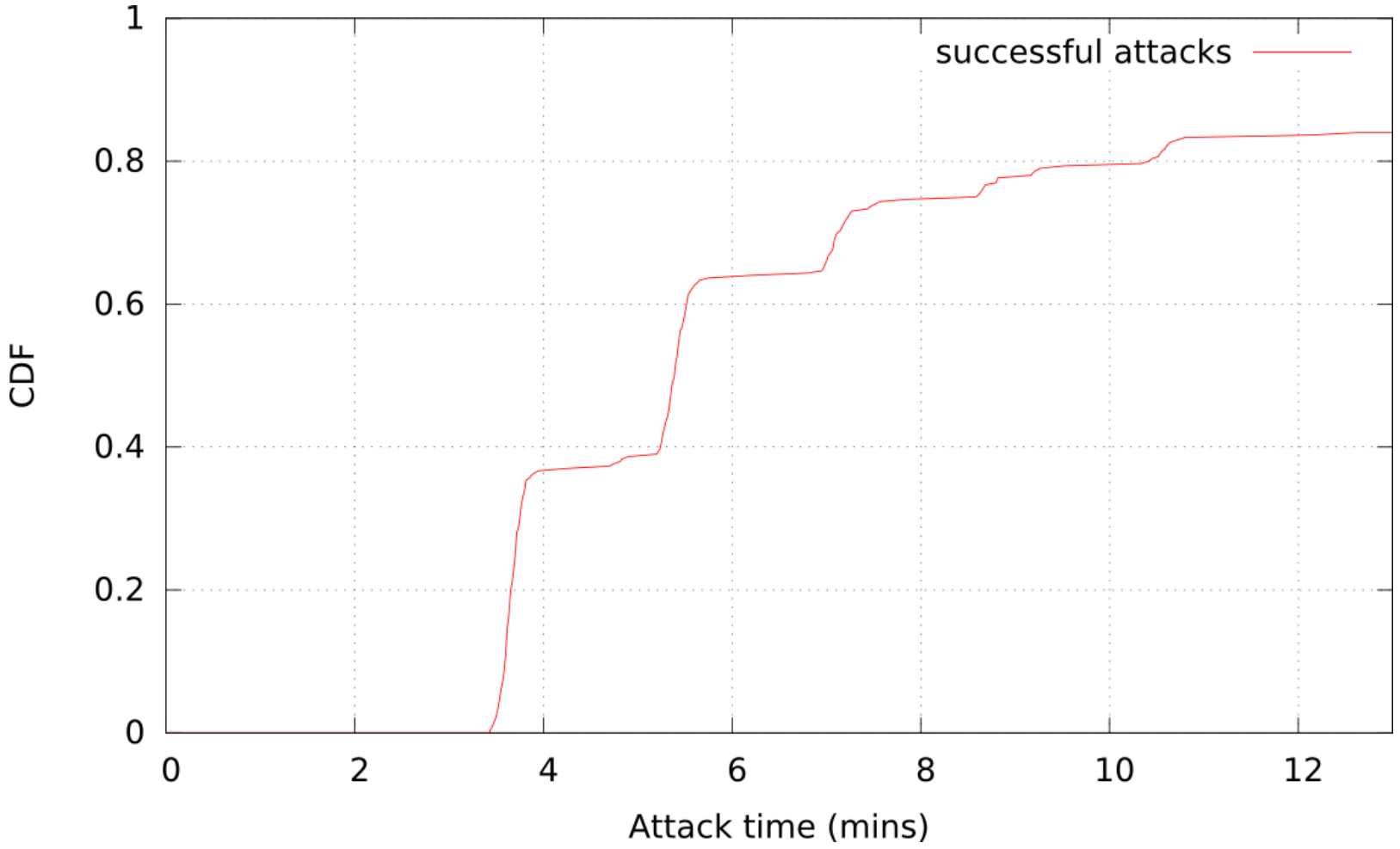
Results in a weak key one can factorize

Easy to reconstruct the new private key

We do this in minutes and login to the VM!

```
ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAABAQDMUensMjWvw+d4SLKCVcP0MR
3n2PsSohXBroW/qOcUXB8NFHlbWXUORC/uSPnAnWH1QYeuIP5UNnkBXWpDGgjm
WTbrUfA4tqW1BBwjii4qIUWcBGql1dBUvqWsWbZ86/NY2fsKLtLDkk1eFhcJmN
FXnYkRs3J21BGS7JdUnDd9ue0x2Nk/aSp2GODzAXwDPhwQNw4LQ8/xZTkn5Djq
IAAXBpa+qaqTMdKNItOi/IVLoR/7BqgVslt3tbgZmew4IsmUFQMCwKdxBk5TxA
agAjCmwmh+gRt0/tb6tDKzvVCNcHc4968VPXJYK2+Hr/RdYloYSLoIV/DQcTIy
yYzhUV5v test@source
```

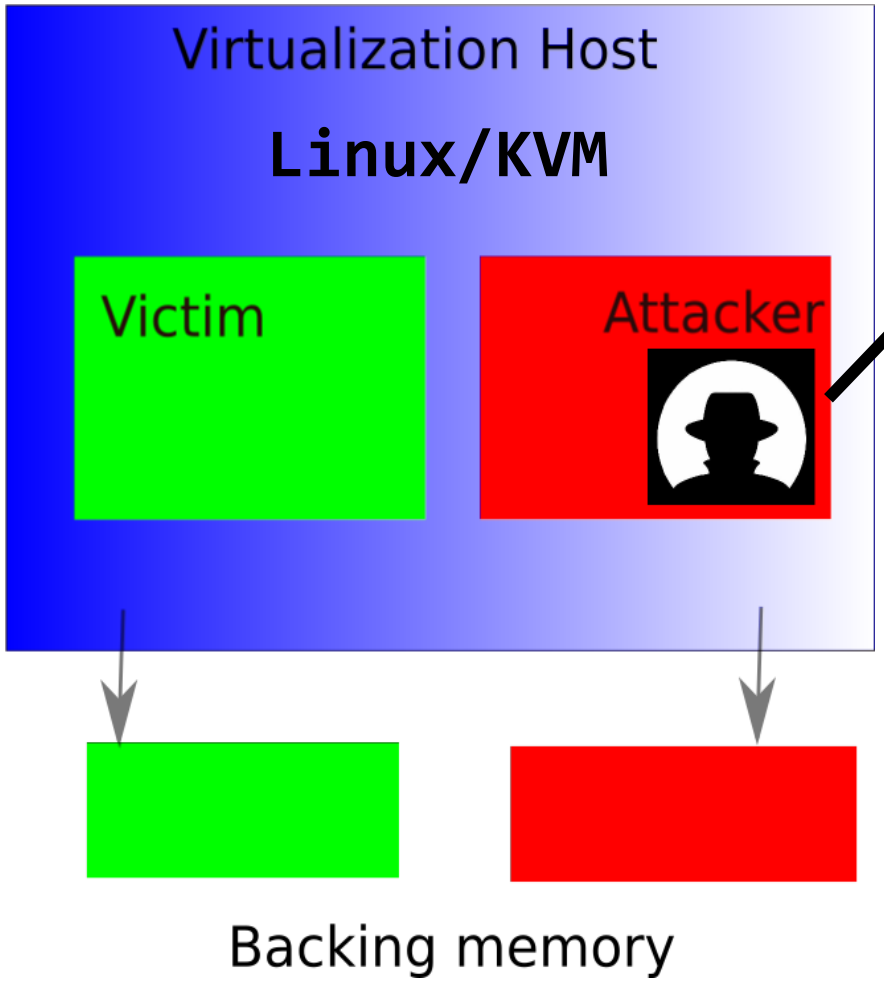
Flip Feng Shui: OpenSSH Attack



Flip Feng Shui: OpenSSH Attack

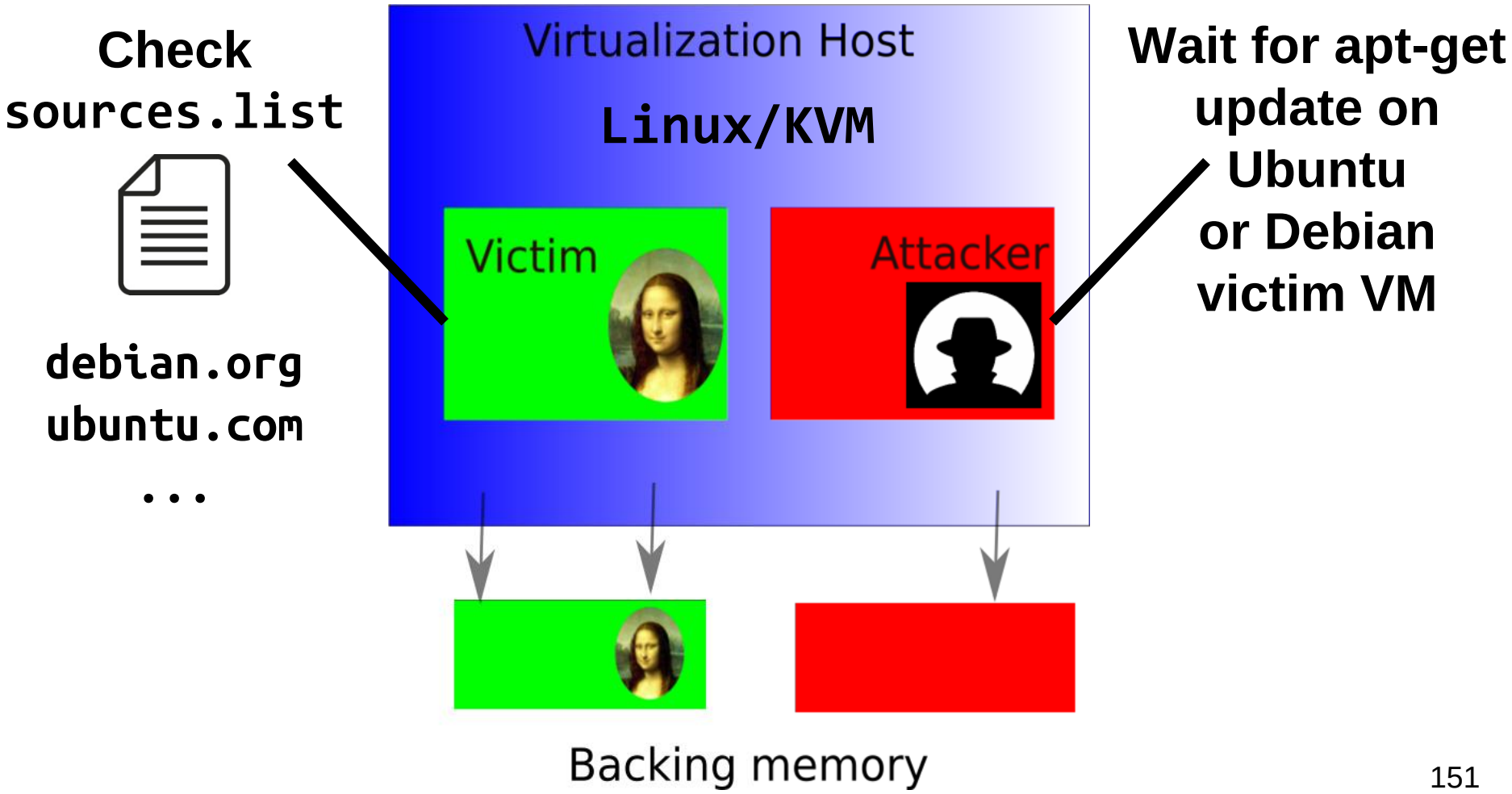
“What if we don’t know the public key(s) of the administrator?”

Flip Feng Shui: `apt-get` Attack

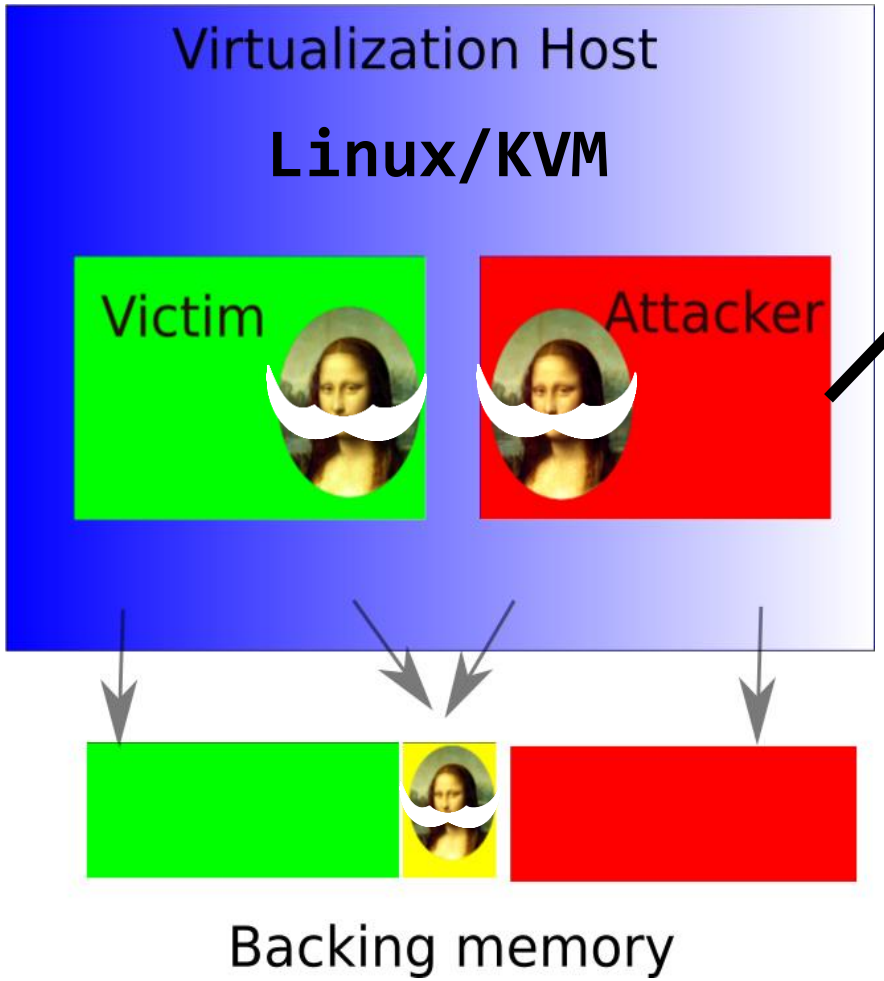


Wait for apt-get update on Ubuntu or Debian victim VM

Flip Feng Shui: apt-get Attack



Flip Feng Shui: `apt-get` Attack



Corrupt URLs in `sources.list`

Flip Feng Shui: `apt-get` Attack

With a bit flip in a **mirror domain name**...

The victim VM installs our own packages from:

`ubunvu.com`

`ucuntu.com`

`...`

(which we own)

But fortunately, the packages are signed!

Wait…

Flip Feng Shui: `apt-get` Attack

We can:

- Flip a bit in `trusted.gpg`
  - where apt-get's trusted package public keys are stored
- Generate the new corresponding private key
  - Again, we can do this in minutes
- Sign our own packages
  - Say from `ubunvu.com`
- Install & run anything we want in the victim VM

Flip Feng Shui: Impact

Notified:

Red Hat, Oracle, Xen, VMware, Debian, Ubuntu, OpenSSH, GnuPG, hosting companies

NCSC did all the hard work, thanks!

GnuPG "*included hw bit flips in their threat model*"

gpgv: Tweak default options for extra security.

```
author     NIIBE Yutaka <gniibe@fsij.org>
           Fri, 8 Jul 2016 20:20:02 -0500 (10:20 +0900)
committer  NIIBE Yutaka <gniibe@fsij.org>
           Fri, 8 Jul 2016 20:20:02 -0500 (10:20 +0900)
commit     e32c575e0f3704e7563048eea6d26844bdfc494b
```

Mitigations

“Can we just disable memory deduplication and buy better DRAM?”

Yes, you really should, but...

Mitigations

No dedup?

- Need another memory massaging primitive
- E.g., just exploit predictable memory reuse patterns in common page allocators
- Basic approach:
  - Fill physical memory with attacker-allocated pages
  - Find a vulnerable template
  - Release corresponding physical page to allocator
  - Trigger allocation of victim page
  - The allocator has only 1 option to fulfill the allocation

Mitigations

Better DRAM?

- Not so fast
  - Rowhammer exploits fundamental DRAM properties
- Discovered on DDR3, still there on DDR4
  - Despite targeted countermeasures
- Originally on x86, we found flips on ARM
  - See our upcoming *Drammer* CCS'16 paper
- ECC memory is not a panacea
  - Not cheap/widespread, can't fix all bit flips

Mitigations

No dedup and no Rowhammer?

Other primitives will come along

Expect:

More hw/sw properties you didn't know about

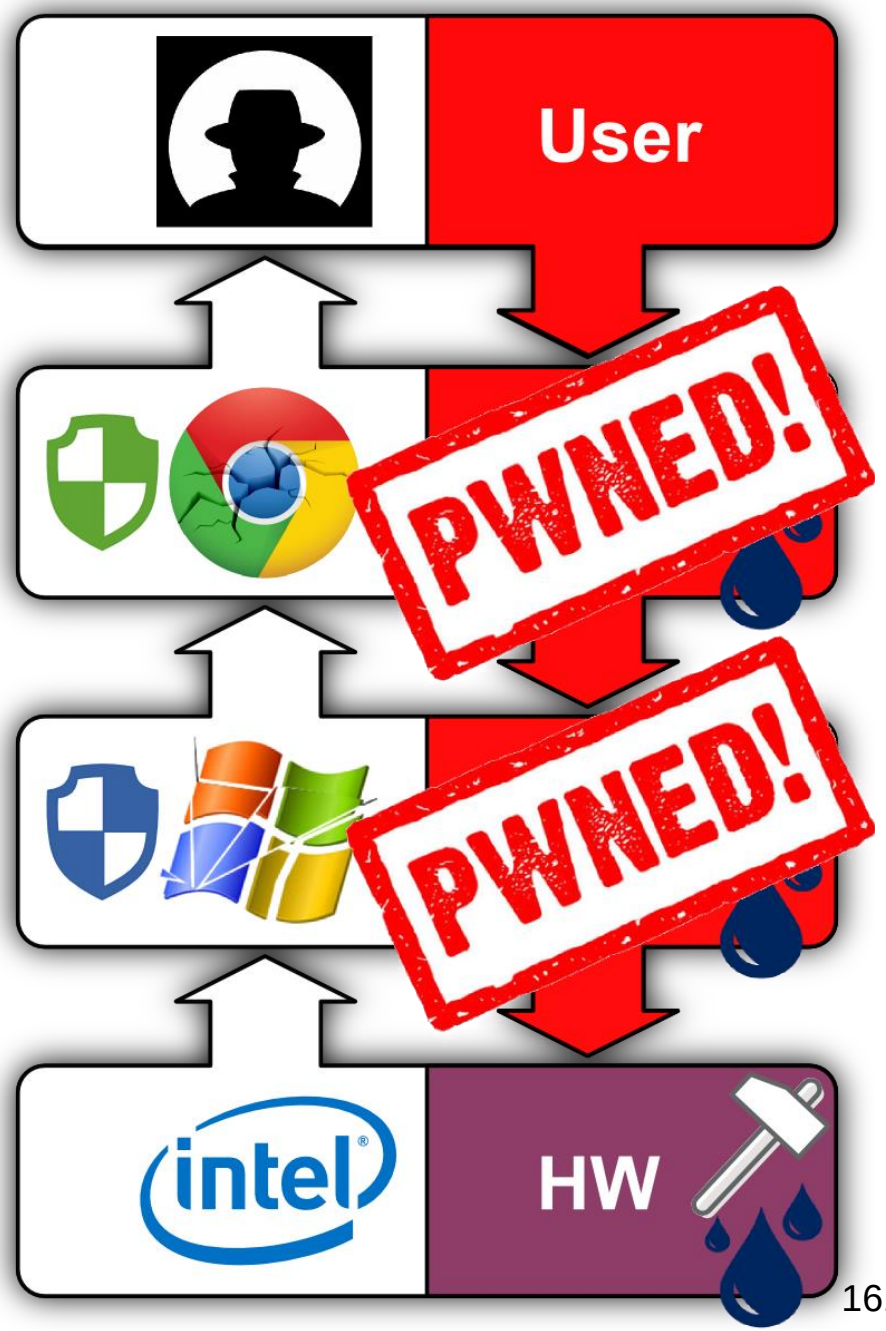
More **side channels**

More **hardware glitches**

A **radical change** in the way we think about sys security and "reasonable" threat models

Flip Feng Shui:

Is Physics Part of Your Threat Model Yet?



Rethinking Systems Security

Software security defenses

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[Aug 4, 17:00] **VUSec**: "*Dedup Est Machina: One can exploit the latest Microsoft Edge with all the defenses up, even in absence of software/configuration bugs*"

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Formally verified systems

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[Aug 10] **VUSec**: "*Flip Feng Shui: Reliable exploitation of bug-free software systems*"

Rethinking Systems Security

What's Next?

Start worrying about emerging new threats

- Think about new security defenses
- Don't forget the past
  - E.g., Anomaly detection for Rowhammer attacks
- But also:
  - Randomization
  - Isolation
  - ...

(now applied to physical memory)

Conclusion

Software security defenses are getting better

- But hw and sw are getting extremely complex
- Potentially huge unexplored attack surface
- Attackers can subvert even “perfect” software
- Beyond side channels (but they play a role)

https://vusec.net