Automatic Worm Defense (II) --More on Automatic Signature Generation

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Central Question

Given an exploit to a vulnerability, how to generalize to create an effective signature?

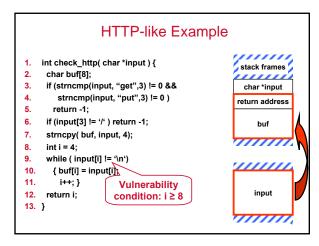
- Key: identify constraints on inputs
 - -Reachability condition
 - » Program execution reaches vulnerability point
 - -Vulnerability condition
 - » Triggers vulnerability at vulnerability point

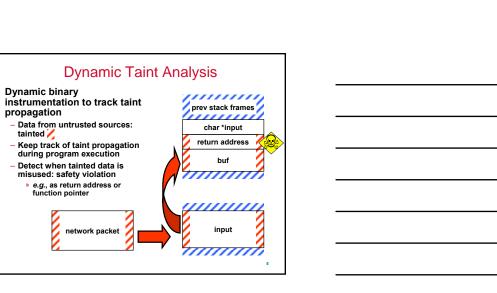
Idea: given an exploit

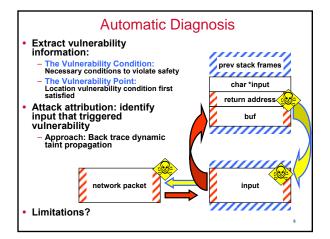
- Identify vulnerability condition
- Generalize reachability condition

Background: Exploit Detector (I)

- Exploit detector monitors for runtime memory safety violations
- Source-based mechanisms
 - Runtime type check: e.g., CCured
 - Array bounds check: e.g., CRED
 - Detect illegitimate writes: e.g., DFI (Data Flow Integrity)
 - Protecting activation records: e.g., StackGuard
- Binary-only mechanisms
 - Dynamic taint analysis







e.g., as return address or function pointer

network packet



Background: Exploit Detector (II)

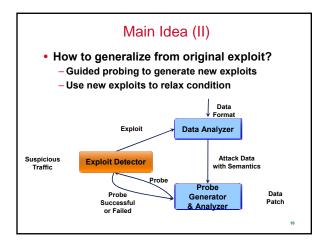
- Necessary first step for automatic signature generation
- Why not just use exploit detector instead of input filter?
 - Runtime overhead
 - When detecting the attack, may already be too late
 » May have to restart server
 - » Even exceptions may not be handled well in type-safe languages

7

ShieldGen: Automatic Data Patch Generation for Unknown Vulnerabilities with Informed Probing

Main Idea (I)

- What to generalize from original exploit?
 - Vulnerability condition
 - » Buffer length condition for buffer overflows
 - Reachability condition
 - » Remove unnecessary fields/iterations
 - » Widening field values





Why Use a Data Analyzer?

- Constraints are often on substrings in message with semantics
 - Express constraints and perform matching
- To generate legitimate probes
 - Reduce # of probes tested
 - Not to overly constraint certain values

Probe & Signature Generation

Vulnerability condition

- Heuristics to identify buffer overflows
- Heuristics to identify buffer length condition for buffer overflows
- Reachability condition
 - Remove unnecessary fields/iterations
 - » Remove them and gradually add back in to generate probes » Remove from signature if not needed for a successful exploit
 - Widening field values
 - » Sampling field values to generate probes
 - » Remove don't-care fields from signature

12

Comparison with Pattern-Extraction based Approach

- Pattern-extraction based approach
 - Passively wait for more exploits
 - Learning without semantics/protocol parsing

Added assumptions

- Access to exploit detector
- Access to data analyzer

Limitations (I)

- Data analyzer assumption
 - Not always available
 - Important for new attacks
 May be deeper level than message parsing
 - Difference btw protocol specification & real implementation
 - » How did ShieldGen try to address this issue?
- Buffer overflow heuristics
 - How to fix it?
- Offending byte identification
 - Complex calculation could involve many bytes in input
- Probe generation
 - Require accurate data analyzer
 Iteration removals/Sampling techniques miss values
 - » How to fix it?
 - Combinatoric explosion for complex conditions

14

13

Limitations (II)

- Signature generation
 - No guarantees
 - False positives?
 - False negatives?
- What types of vulnerabilities is this applicable to?
- Other thoughts?

Star Paper Summary #1

- Que 1: Design your favorite botnet
 Emphasize on attack-resilient strategies & technologies
 How to design architecture for command-&-control &
 communication
- Que 2: What do you think are the necessary ingredients for defending against future botnets?
 - E.g., absolute host security?
 E.g., authenticated traffic?
- Que 3: Can you think of a sufficient recipe for defending against future botnets?

- Hand-in:
 - Hard copy in class at beginning of Mon class
 - Electronic copy before Mon class