

# RE-TRUST

## Design Alternatives on JVM

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## Tamper-Detection

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- Tamper-detection goals
  - ♦ Detect malicious modifications to program
  - ♦ Cause the program to fail if modified
- Check the executable version itself
  - ♦ E.g., compare program with a hash of itself
- Self-checking relies on code checkers
  - ♦ whose position is hidden in the application
  - ♦ whose behavior is often obfuscated

# Issues on self-checking

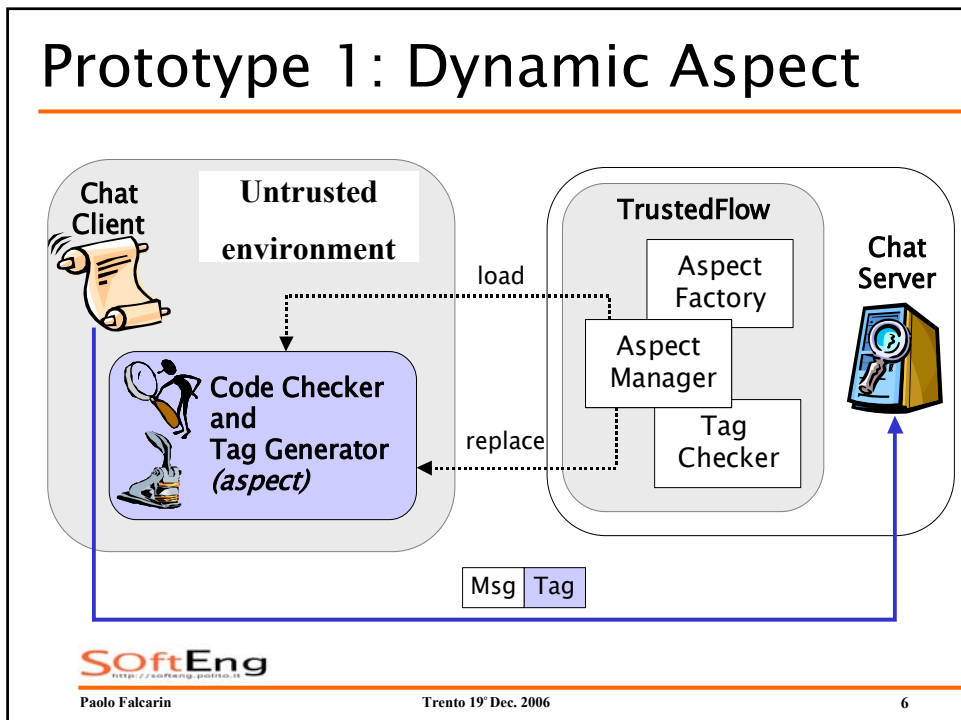
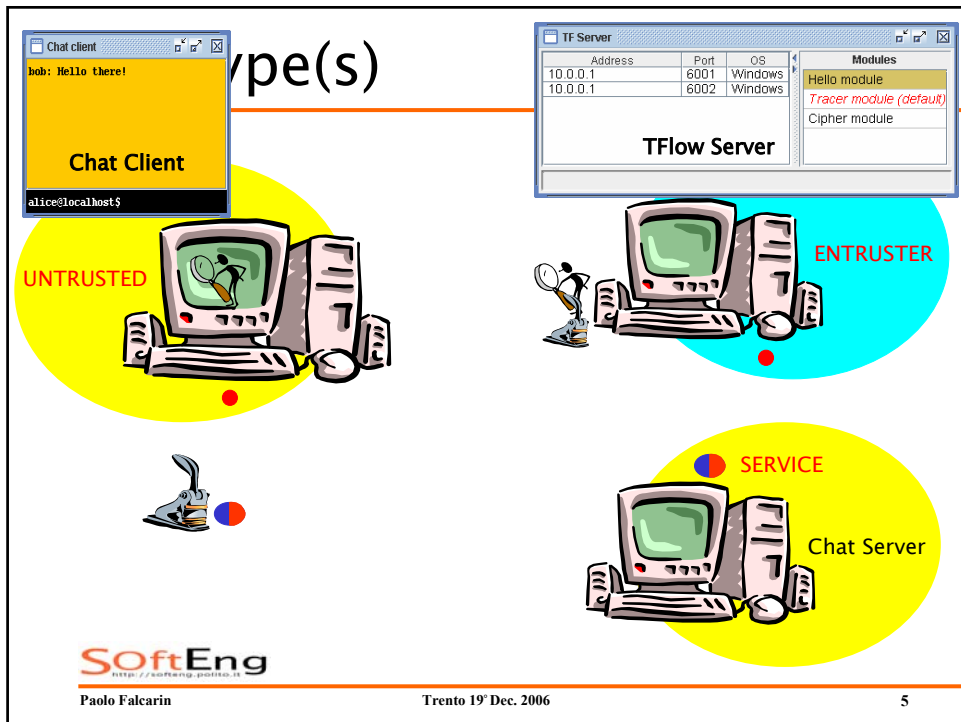
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- However, no technique can prevent all attacks
  - ♦ Goal is to increase the cost for the attacker
- Current self-checking techniques:
  - ♦ bundled within the application
  - ♦ can be identified and disabled
  - ♦ Nobody will notice!!!

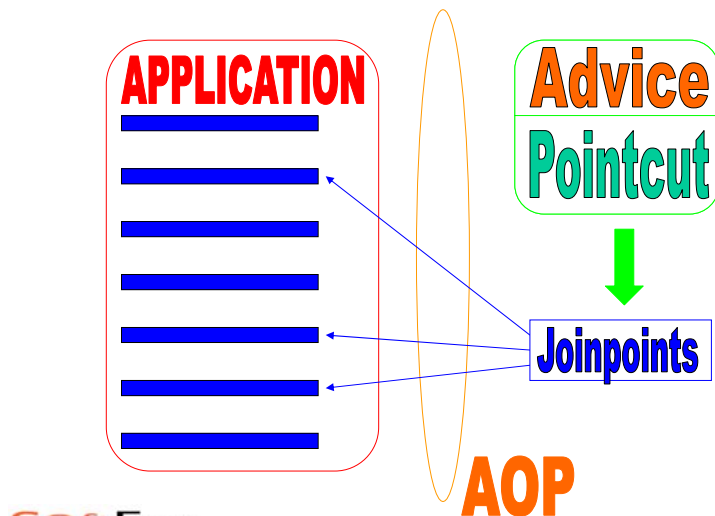
# RE-TRUST approach

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- Two main benefits:
  - ♦ *remote verification* that self-checking has been performed
  - ♦ *continuous replacement* of self-checking code
- 2 Prototypes implemented:
  - ♦ Using Dynamic AOP
  - ♦ Using JVMTI



# Aspect-Oriented Programming



## Aspect Weaving

- Aspect is “extra-code” that modularizes the implementation of a crosscutting concern
- The final code is obtained by **weaving** base code and aspect code
  - ♦ At **compile time** with an aspect compiler
  - ♦ At **run time** with a dynamic-AOP JVM

# Why AOP ?

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## Aspect Oriented Programming (AOP)

- Modularizes self-checking code
- Aspect has a privileged view on the whole code
- Trusted Tag generator in dynamic aspect
  - ♦ It can be continuously updated
- Client code is NOT aspect-aware

# Dynamic AOP with PROSE

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- PROSE is an extension to standard JVM with dynamic AOP features
- Aspects can be remotely added/removed at run-time
- In PROSE terminology:
  - ♦ An Aspect is a Java class
  - ♦ It contains many **Crosscut** objects
  - ♦ A crosscut is a pointcut-advice pair

# The Tag Generator Crosscut

```
public Crosscut tagGenerator = new MethodCut() {  
    public void METHOD_ARGS(PrintWriter p, String msg) {  
        StringBuffer tag = new StringBuffer(msg);  
        tag.append( crypt( counter, key ));  
        tag = hash(tag);  
        p.println(tag);  
        p.println(counter); p.flush();  
        counter++;  
    }  
    protected PointCutter pointCutter() {  
        PointCutter socket =  
            Within.method("println").AND(type("PrintWriter"));  
        return Executions.before().AND(socket);  
    }  
};
```

## Bytecode checking

- Using BCEL Java library
- Extract the actual method signature and class name.
- Keyed-hash of bytecode method is compared with the original one
- If they differ the key is nullified
  - =>The tag generator sends wrong tags
  - =>The server detects tampering

# The Bytecode Checker Crosscut

```
public Crosscut bytecodeChecker = new MethodCut() {
    public void METHOD_ARGS(ANY x, REST pp) {
        String className =
            thisJoinPoint().getThis().getClass().getName();
        String method = thisJoinPoint().getSignature();

        if (!checkBytecode(className, method))
            key=null;
    }
    protected PointCutter pointCutter() {
        return Executions.before().
            AND(Within.packageTypes("it.polito.chat.*"));
    }
};
```

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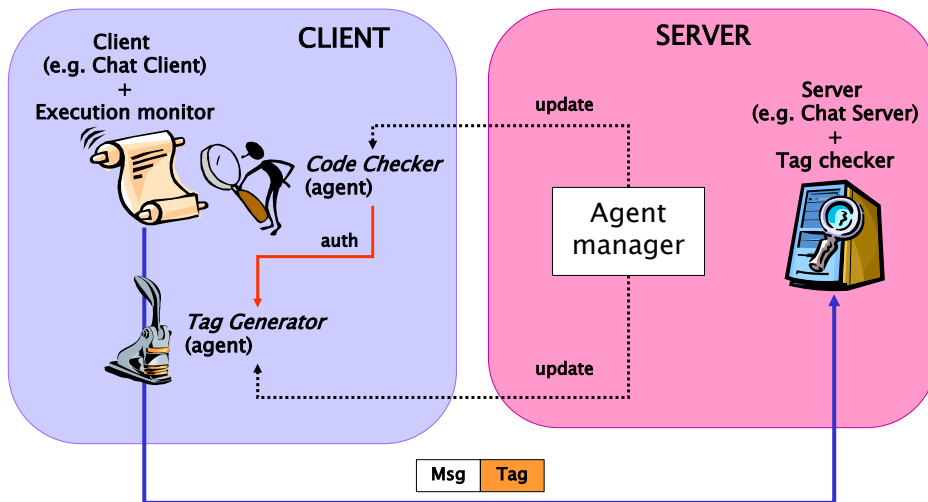
## Sandbox

- Java "sandbox" restricts the operations an application can do.
  - ♦ protecting from hostile programs downloaded from un-trusted servers
- We face with the dual problem:
  - ♦ The trusted aspects sent by the trusted server cannot trust the environment they will be deployed in.
  - ♦ Deployed aspect forbids many "dangerous" activities to the running application.

# The Sandbox Crosscut

```
public Crosscut shield = new MethodCut() {  
    public void METHOD_ARGS(ANY x, REST pp) {  
        key=null;  
    }  
    protected PointCutter pointCutter() {  
        PointCutter native = Within.method(NATIVE_MODIFIER);  
        PointCutter fork =  
            Within.method("exec").AND(type("java.lang.Runtime"));  
        PointCutter loader = Within.subType("java.lang.ClassLoader").  
            AND(NOT(Within.type("java.security.SecureClassLoader")));  
        return Executions.before().AND(native.OR(fork).OR(loader));  
    }  
};
```

## Prototype 2: JVMTI





# Prototype 2 (JVMTI)

- Execution interception with JVMTI
  - ♦ Run JVM (Java 5) in agent mode
  - ♦ An agent plugged-in using the JNI interface
  - ♦ It downloads module libraries at run-time
- Transparent tag insertion
  - ♦ Call to socket write are intercepted
  - ♦ And Data buffer is tagged
- Method entry is monitored
  - ♦ Method byte-code is continuously verified
- With JVMTI also program's memory can be accessed

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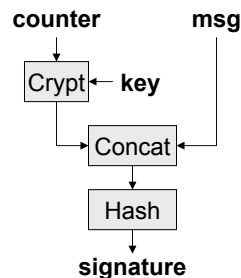
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# Tag generation

- Tag is uid:counter:sign:plainmsg
  - ♦ Where uid is ip:port
- Counter-mode block cipher
  - ♦ Crypt: Blowfish
  - ♦ Hash: sha-1



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# Integrity check

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- Module contains
  - ♦ List of crypto hashes (each method)
  - ♦ Symmetric key
- Keyed hash recomputed each time a method is called
- Hash compared with “good” copy

# Threats: Disablement

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- Dynamic Module allows:
  - ♦ integrity-checking code better modularized
  - ♦ Clearly separated from client
    - It is inserted at run-time
- Disabling checking
  - => stops tag generation
  - => **tampering detected by TFC**
  - => **server can block untrusted client**

# Threats: Replacement

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- Discovery of secret key...to create correct tags
- Replace aspect to disable checking but sending correct tags:
  - ♦ Attacker must obtain module code (coming at run-time)
  - ♦ Replacement must be applied before TTG expires
- New module checks previous one

# Safety features of the JVM

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- Unspecified memory layout: JVM stores Application in different data areas
  - ♦ Java stacks (one for each thread)
  - ♦ A method area where bytecodes are stored
  - ♦ A heap, where objects created are stored
- When the JVM loads a class file, it decides where to store the bytecodes.
- An attacker cannot predict where the class' data will be stored
- The way in which a JVM lays out its inner data depends on JVM implementation

## Threats: debuggers

- Dynamic AOP relies on debugger
- Prototype2 relies on JVMTI
- In both cases attackers cannot run client in debug mode
  - ♦ Is this enough to thwart them?
- Attacker should be smart to discover the checker behavior
  - ♦ Difficult access to mobile code
  - ♦ Automating this attack before a new module arrives is not trivial

## Open issues: platform

- All software-based techniques rely on an un-trusted external platform:
  - ♦ the JVM, the O.S., the hardware.
- **This is a problem for ALL integrity-checking techniques**
- Our Prototype could (?) check authenticity of:
  - ♦ underlying VM
  - ♦ O.S. & HW configuration

# Conclusions

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- The aspect/agent checker is:
  - ♦ Not bundled within application
  - ♦ Its strategy is not visible through static code analysis
  - ♦ Easily configurable
  - ♦ Can check previously installed ones
  - ♦ Could check the platform itself

# Possible Enhancements

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- Module obfuscation
- Module factory
- Server authentication
- Network protocol design
- Measures
- O.S. configuration checking
- Integration with HW
- Hiding key with White-box Cryptography