

# Automatically Deriving Pointer Reference Expressions from Binary Code for Memory Dump Analysis

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Sep 4<sup>th</sup>, 2015

# Locating a pointer in a cash dump

```

00001800 eb 40 1b 02 63 74 00 f0 00 00 00 00 00 00 00 00 |. @. .ct. ....|
00001810 00 00 00 00 80 00 00 00 00 00 00 00 00 00 00 00 |.....|
00001820 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 |.....|
00001830 00 00 00 00 00 00 00 00 10 76 16 cc 00 00 00 00 |.....v....|
00001840 00 19 66 8c d0 50 b8 08 00 00 00 66 8e d0 53 8b |..f..P....f..S|
00001850 d9 ff 2d 19 02 00 00 0f 20 c0 0f ba f0 1f 0f 22 |.....".....|
00001860 c0 eb 00 b9 80 00 00 c0 0f 32 0f ba f0 1f 0f 20 |.....2.....0|
00001870 0f 20 e0 0f ba f0 05 0f 22 e0 60 9c .....".`.....|
00001880 04 89 a3 76 02 00 00 0f 01 83 80 02 .....v.....|
00001890 8b 88 02 00 00 8b 8b 3c 00 00 00 00 .....<.....t..|
000018a0 b3 38 00 00 00 8b fb 81 c7 00 30 00 .....8.....0..+..|
000018b0 a4 0f 01 9b 90 02 00 00 0f 01 93 68 .....h...f...|
000018c0 b8 10 00 66 8e d8 66 8e c0 66 8e d0 66 .....f..f..f..f..f|
*
00100f60 00 00 00 00 00 00 00 00 00 f0 ff 5d 76 e3 f0 2f |.....]v../|
00100f70 93 c9 a4 1d f9 48 be f8 6c c7 1d 92 4c 1e 6e 35 |....H..l...Ln5|
00100f80 b4 f8 1b ae f6 69 e8 c0 b7 34 74 a1 4e 5a a7 93 |....i...4t.NZ..|
00100f90 97 2f f3 47 cf d7 10 df f0 d6 e3 9b f5 cf a9 23 |./..G.....#|
00100fa0 cd 9f 87 4f 37 7f 1e f1 fe dc 7d b9 f9 f3 7b ef |...07.....}{.|
00100fb0 cf 95 bf 94 3f 8d 63 9a cc 8a 36 5b 56 7b d2 76 |....?.c...6[V.v|
00100fc0 b6 d9 ad ee 61 f6 90 a4 2c 2b 54 66 37 de 3d a9 |....a....+TF7.=.|
00100fd0 b9 d9 67 37 1e 7a b5 ce ef 0c 58 ee 4d 30 d0 9b |..g7.z....X.M0..|
00100fe0 c0 6e bc e7 3d f3 e7 d0 9a bf a4 82 1b c7 9c f1 |.n.=.....|
00100ff0 db 66 2b d8 38 cb 2a 91 80 ad 7d 25 d8 0a e5 db |.f+.8.*...}%....|

```

c174128b

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00001840 00 19 66 8c d0 50 b8 08 00 00 66 8e d0 53 8b 00 00 |..f.P...f.S|
00001850 d9 ff 2d 19 02 00 0f 20 c0 0f ba f0 1f 0f 22 00 00 |....." |
00001860 c0 eb 00 b9 80 00 00 0f 32 0f ba f0 00 00 00 00 00 |.....2....0|
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000018c0 b8 10 00 66 8e d8 66 8e c0 66 8e d0 66 8e d0 66 8e |...f..f..f..f |
*
00100f60 00 00 00 00 00 00 00 00 00 f0 ff 5d 76 e3 f0 2f 00 00 |.....]v../|
00100f70 93 c9 a4 1d f9 48 be f8 6c c7 1d 92 4c 1e 6e 35 00 00 |...H.l...Ln5|
00100f80 b4 f8 1b ae f6 69 e8 c0 b7 34 74 a1 4e 5a a7 93 00 00 |...i...4t.NZ..|
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00100fe0 c0 6e bc e7 3d f3 e7 d0 9a bf a4 82 1b c7 9c f1 00 00 |..n.=.....|
00100ff0 db 66 2b d8 38 cb 2a 91 80 ad 7d 25 d8 0a e5 db 00 00 |.f+.8.*...}%....|

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## Pointer is extremely valuable

- Root cause of segmentation fault.
- Direct target of control flow hijacks.

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000018c0 b8 10 00 66 8e d8 66 8e c0 66 8e d0 66 |..f..f..f..f..f|
*
00100f60 00 00 00 00 00 00 00 00 00 f0 ff 5d 76 e3 f0 2f |.....]v../|
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00100fa0 cd 9f 87 4f 37 7f 1e f1 fe dc 7d b9 f9 f3 7b ef |...07.....}{.|
00100fb0 cf 95 bf 94 3f 8d 63 9a cc 8a 36 5b 56 7b d2 76 |...?.c...6[V.v|
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00100fd0 b9 d9 67 37 1e 7a b5 ce ef 0c 58 ee 4d 30 d0 9b |..g7.z...X.M0..|
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## Pointer is extremely valuable

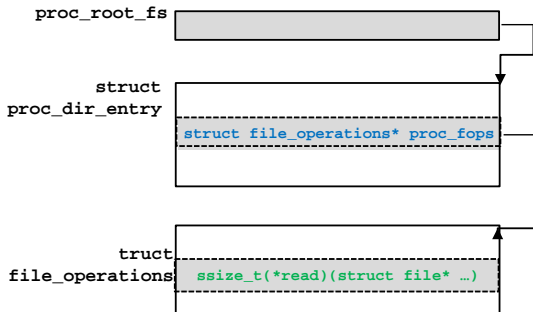
- Root cause of segmentation fault.
- Direct target of control flow hijacks.

## Challenge

- Low level bits and bytes data.
- Requiring kernel data structure to traverse a pointer (Intuitively)

# State-of-the-art

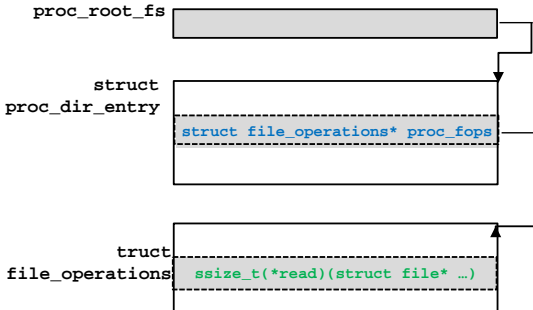
Data Structure Name



**proc\_root\_fs->proc\_fops->read**

# State-of-the-art

Data Structure Name



**proc\_root\_fs->proc\_fops->read**

Can we directly traverse pointers without *data structure knowledge* and *source code* information?

# Recognizing Pointer Traversal Instructions

1.0xd894e007: mov 0xc034bc78,%eax

2.0xd894e00c: mov 0x20(%eax),%eax

3.0xd894e013: call 0x8(%eax)

# Recognizing Pointer Traversal Instructions

```
//Global Variable:struct proc_root_fs
```

```
1.0xd894e007: mov 0xc034bc78,%eax
```

```
// proc_root_fs->proc_fops
```

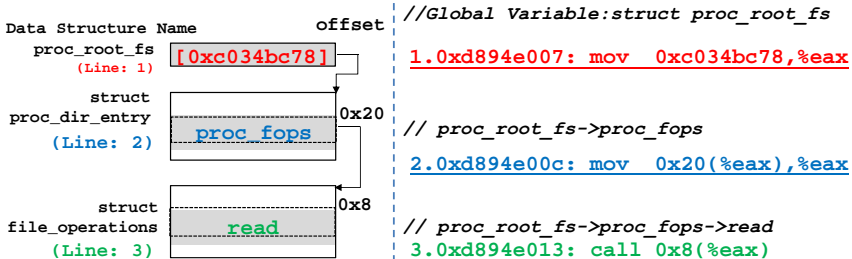
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```

```
// proc_root_fs->proc_fops->read
```

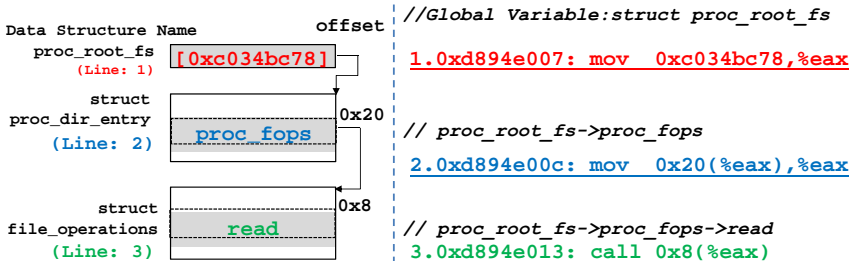
```
3.0xd894e013: call 0x8(%eax)
```



# Recognizing Pointer Traversal Instructions



# Pointer Reference Expression (ptr-rexp)



The ptr-rexp for read:  $*(*(0xc034bc78)+0x20)+0x8$

# Binary Code Analysis: $*(*(0xc034bc78)+0x20)+0x8$

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0xd894e007: mov    0xc034bc78,%eax
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## Static Analysis

- Disassemble challenge
- Over approximation (e.g., no bounds on loop)

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- Correctly disassembly
- Sound but Incomplete (coverage issues)

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## Static Analysis

- Disassemble challenge
- Over approximation (e.g., no bounds on loop)

## Dynamic Analysis

- Correctly disassembly
- Sound but Incomplete (coverage issues)

We favor soundness over completeness, and therefore use dynamic analysis

# Applications: Pointer Integrity Check & Crash Analysis

```
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Trusted Computer



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Trusted Computer

```
*( * ( * ( 0xc034bc78 ) + 0x20 ) + 0x8 )
```

# Applications: Pointer Integrity Check & Crash Analysis

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Trusted Computer

```
*( *( *(0xc034bc78)+0x20)+0x8 )
```

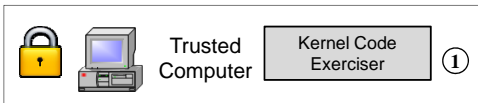


Patient Computer

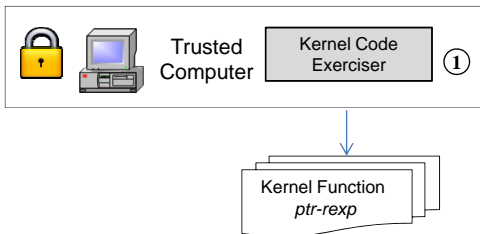
```
*( *( *(0xc034bc78)+0x20)+0x8 )
```

# Function Pointer Integrity Checker: FPCK

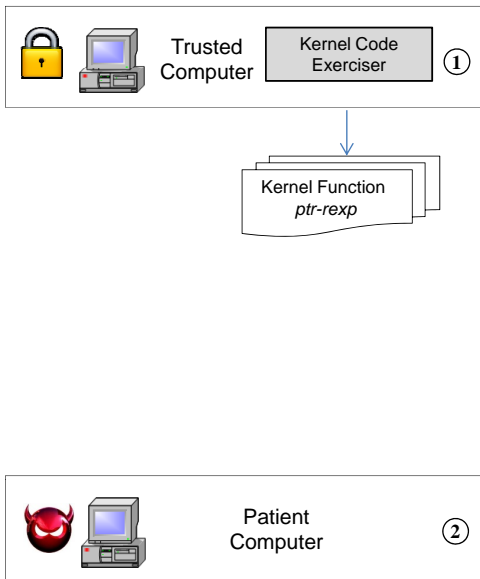
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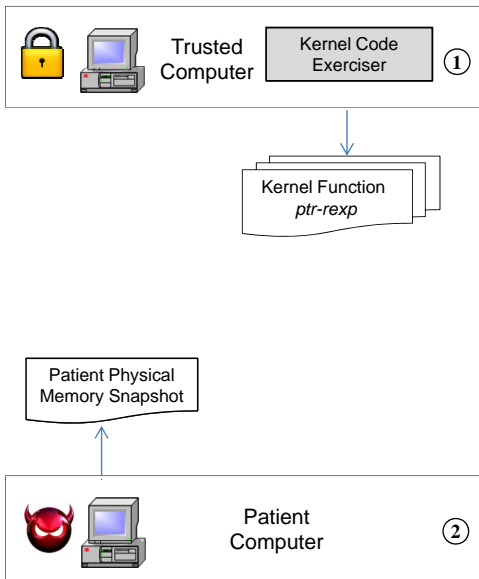
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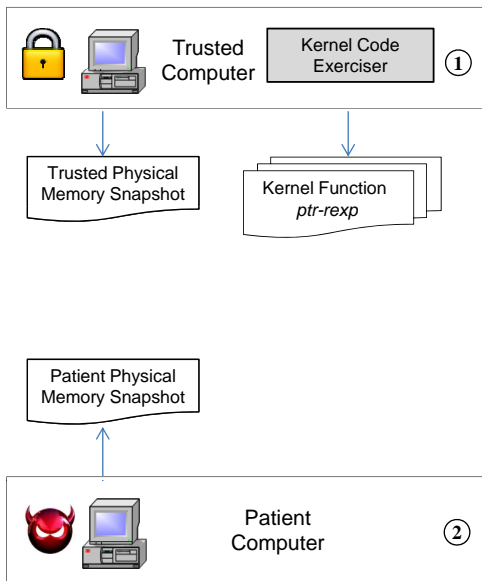
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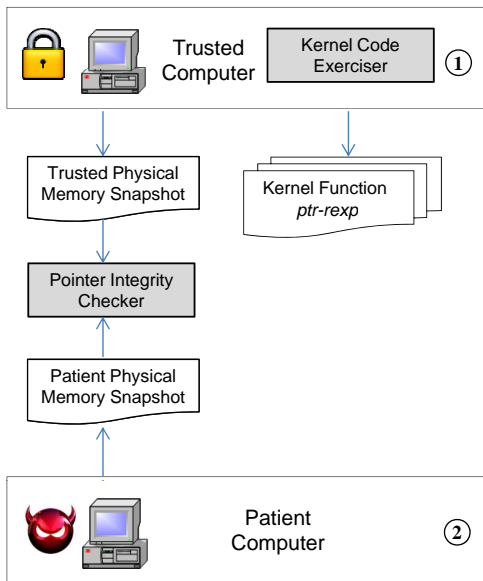


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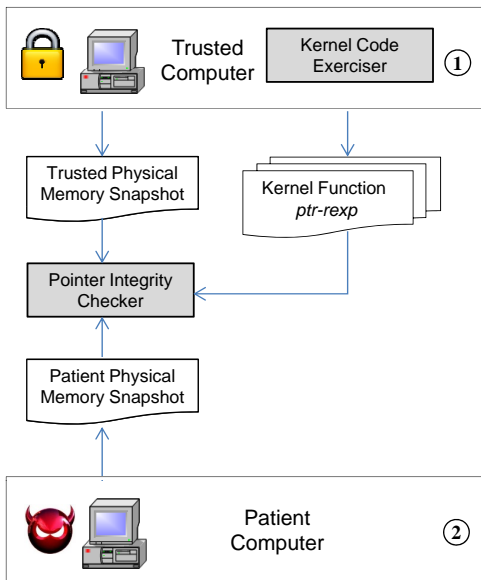




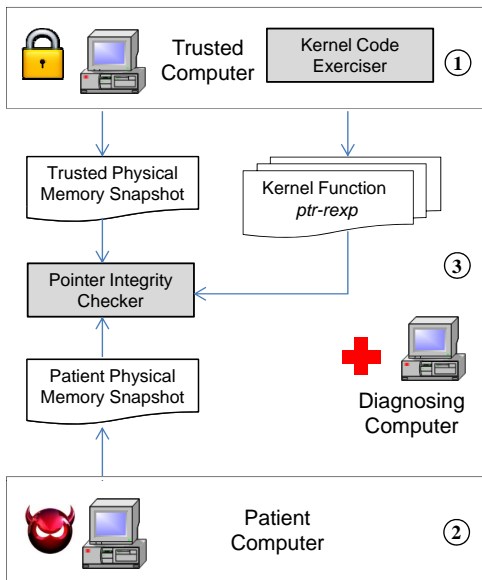
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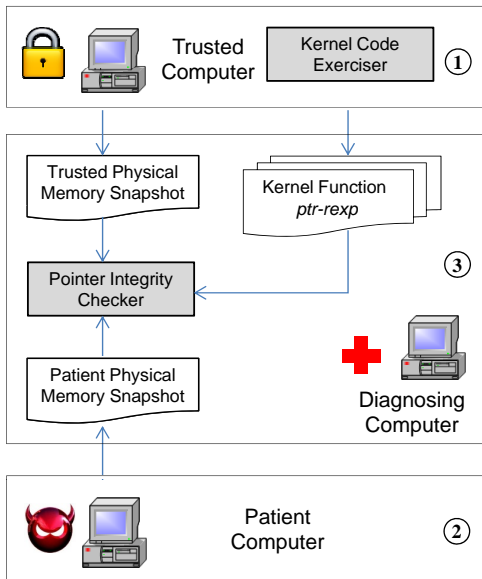
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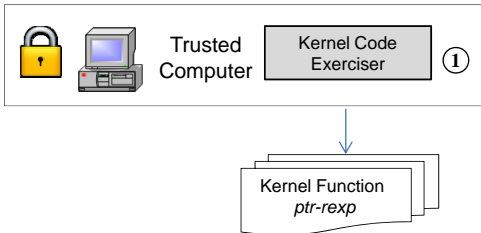
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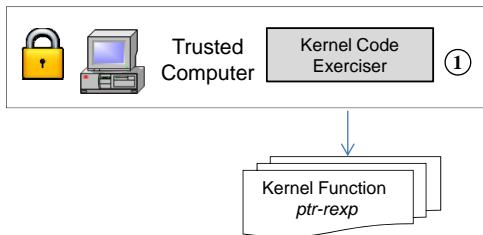
# Function Pointer Integrity Checker: FPCK



# Component-I: Kernel Code Exerciser



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# Key Observation: A Data Dependence Problem

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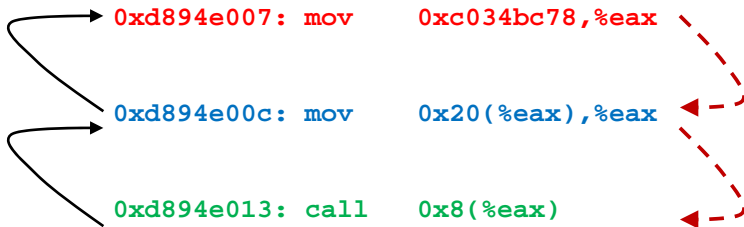
# Key Observation: A Data Dependence Problem

→ Backtracking (Data Dependency)

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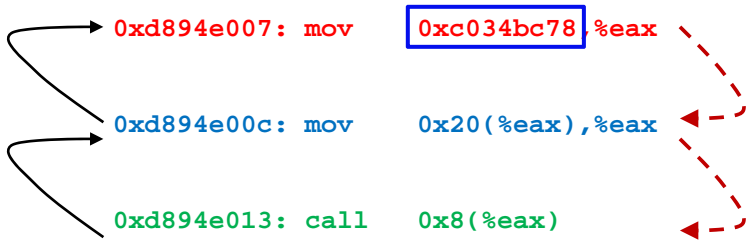
# Key Observation: A Data Dependence Problem

---➔ Taint Propagation  
—➔ Backtracking (Data Dependency)



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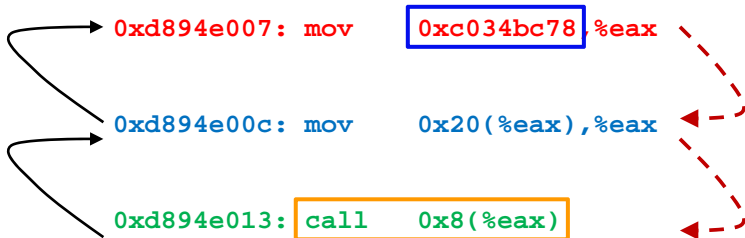
---➔ Taint Propagation  
 —➔ Backtracking (Data Dependency)



Taint Source

# Key Observation: A Data Dependence Problem

---> Taint Propagation  
—> Backtracking (Data Dependency)



  Taint Source

  Taint Sinks

# Taint Sources

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```
0xd894e013: call 0x8(%eax)
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# Taint Sources

```
0xd894e007: mov  0xc034bc78,%eax
0xd894e00c: mov  0x20(%eax),%eax
0xd894e013: call 0x8(%eax)
```

## What are the taint sources

- 1 An instruction which generates a data definition such as a register write ( $\mathbf{M} \rightarrow \mathbf{R}$ ) e.g.,
  - `mov 0xc034bc78, %eax`

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## What are the taint sources

- 1 An instruction which generates a data definition such as a register write (**M** → **R**) e.g.,
  - `mov 0xc034bc78, %eax`
- 2 An instruction which has a memory operand that involves a global memory address or its propagation, e.g.,
  - `mov 0x20(%eax), %eax` (**M** → **R**)
  - `mov %eax, %ebx` (Direct **R** → **R** won't generate new taint source)

# Taint Propagations

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0xd894e007: mov  0xc034bc78,%eax
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## When to propagate

- 1 **Data Movement Instructions:** The taint record will be flowed to the destination taint of the Reg or Mem operand, e.g., `mov 0x20(%eax), %eax`

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## When to propagate

- 1 **Data Movement Instructions:** The taint record will be flowed to the destination taint of the Reg or Mem operand, e.g., `mov 0x20(%eax), %eax`
- 2 **Differences:** When propagating the taint record, if the source operand generates a new dependency, we will not propagate the original taint record, but rather propagate the newly generated taint.

# Taint Propagations

```
0xd894e007: mov  0xc034bc78,%eax
```

```
0xd894e00c: mov  0x20(%eax),%eax
```

```
0xd894e013: call 0x8(%eax)
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How to compute memory address:  $r_1 + r_2 * scale + disp$

$$\begin{aligned} \text{Displacement}(\text{BaseAddr}, \text{Index}, \text{Scale}) = \\ \text{BaseAddr} + \text{Index} \times \text{Scale} + \text{Displacement} \end{aligned}$$

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$$\text{Displacement}(\text{BaseAddr}, \text{Index}, \text{Scale}) = \text{BaseAddr} + \text{Index} \times \text{Scale} + \text{Displacement}$$

A memory address could have two register dependencies:

- *BaseAddr* register
- *Index* register

# Taint Sinks

```
0xd894e007: mov    0xc034bc78,%eax
0xd894e00c: mov    0x20(%eax),%eax
0xd894e013: call  0x8(%eax)
```

## What are the taint sinks

- 1 Indirect call, e.g., `call 0x8(%eax)`
- 2 Indirect jump

# Data structure type used in FPCk

```
type operand = Reg of name | Mem of addr
type shadow = (operand, PC) Hashtbl
type instMap = (PC, instRecord) Hashtbl
type instRecord = (I-semantics, taintOp, taintOp)
type I-semantics = Move | Binary | Call-Mem | ...
type regTaint = (V, PCp)
type taintOp =
    MemOpTaint of regTaint × regTaint × scale × disp
    | RegOpTaint of regTaint
    | NoOpTaint
```

# Shadow record creation and propagation



Taint source



Taint sink

PC	Instructions	Program State	Shadow S[Operand] = PC
0xd894e007	mov 0xc034bc78,%eax	EAX=0xd7fee2e0	
0xd894e00c	mov 0x20(%eax), %eax	EAX=0xc028ea80	
0xd894e013	call 0x8(%eax)	EAX=0xc028ea80	

PC	<i>I-semantics</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scal	Disp

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Taint source



Taint sink

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PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78



# Shadow record creation and propagation



Taint source



Taint sink

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		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20

# Shadow record creation and propagation



Taint source



Taint sink

PC	Instructions	Program State	Shadow S[Operand] = PC
0xd894e007	mov 0xc034bc78,%eax	EAX=0xd7fee2e0	S[EAX] = 0xd894e007
0xd894e00c	mov 0x20(%eax), %eax	EAX=0xc028ea80	S[EAX] = 0xd894e00c
0xd894e013	call 0x8(%eax)	EAX=0xc028ea80	

PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20

# Shadow record creation and propagation



Taint source



Taint sink

PC	Instructions	Program State	Shadow S[Operand] = PC
0xd894e007	mov 0xc034bc78,%eax	EAX=0xd7fee2e0	S[EAX] = 0xd894e007
0xd894e00c	mov 0x20(%eax), %eax	EAX=0xc028ea80	S[EAX] = 0xd894e00c
0xd894e013	call 0x8(%eax)	EAX=0xc028ea80	S[0xc028ea88]=0xd894e013

PC	<i>l-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8

# Shadow record creation and propagation



Taint source



Taint sink

PC	Instructions	Program State	Shadow S[Operand] = PC
0xd894e007	mov 0xc034bc78,%eax	EAX=0xd7fee2e0	S[EAX] = 0xd894e007
0xd894e00c	mov 0x20(%eax), %eax	EAX=0xc028ea80	S[EAX] = 0xd894e00c
0xd894e013	call 0x8(%eax)	EAX=0xc028ea80	S[0xc028ea88]=0xd894e013

PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8

# Ptr-rexp generation algorithms

```

1: let rec resolve_data_path (p: PC) (v: value) (t: instMap): exp =
2:   if p = 0 then (Value(v)) else (
3:     let (sem, op1, op2) = Hashtbl.find t p in
4:     match sem with
5:     | Move -> resolve_op p op1 t
6:     | Binary -> BinOP(resolve_op p op1 t, resolve_op p op2 t)
7:     | Call-Mem -> resolve_op p op1 t
8:   )
9: and resolve_op (p: PC) (op: taintOP) (t: instMap): exp =:
10:  match op with
11:  | memOpTaint ((v1, pc1), (v2, pc2), scale, disp) ->
12:    let regValue1 = resolve_data_path pc1 v1 t in
13:    let regValue2 = resolve_data_path pc2 v2 t in
14:    DeRef (regValue1, regValue2, scale, disp)
15:  | regOpTaint (v3, pc3) -> ( resolve_data_path pc3 v3 t )
16:  | NoOpTaint -> Value (0)

```

# Ptr-rexp Generation

PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8

# Ptr-rexp Generation

0xd894e013

PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8



# Ptr-rexp Generation

\*(0xd894e00c + 0x8)

0xd894e013

PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8

# Ptr-rexp Generation

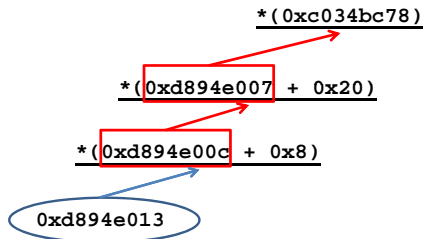
\* (0xd894e007 + 0x20)

\* (0xd894e00c + 0x8)

0xd894e013

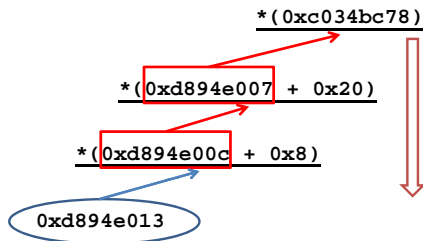
PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scal	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8

# Ptr-rexp Generation



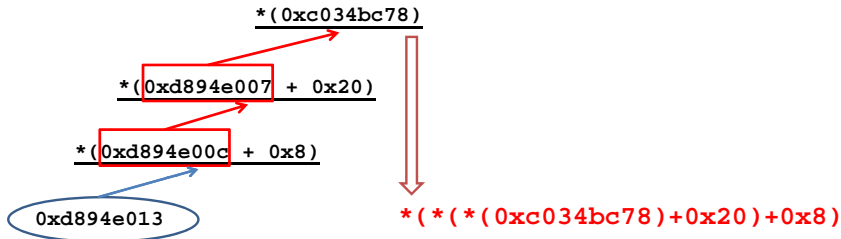
PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd89e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd89e00c)	(0,0)	0	0x8

# Ptr-rexp Generation



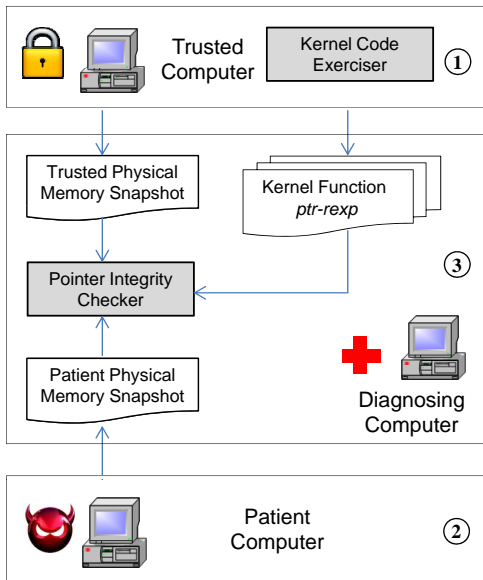
PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd894e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd894e00c)	(0,0)	0	0x8

# Ptr-rexp Generation



PC	<i>I-semantic</i>	Operand memOpTaint(regTaint,regTaint,Scal,Disp)			
		(V,PC)	(V,PC)	Scale	Disp
0xd894e007	MOV-M2R	(0,0)	(0,0)	0	0xc034bc78
0xd894e00c	MOV-M2R	(0,0xd894e007)	(0,0)	0	0x20
0xd894e013	CALL-MEM	(0,0xd894e00c)	(0,0)	0	0x8

# Component-II: Pointer Integrity Checker



# Pointer integrity checker

## 1 Direct Value Comparison for Core Kernel Code

- Core kernel Code address is static

## 2 Direct Target Comparison for Kernel Modules

- Functions in dynamically loaded kernel modules may be loaded to different memory addresses.
- Directly compare the code page of target function body, but exclude the relocated memory address operand (which is specified in the relocation tables)

# The number of exercised ptr-rexp

Kernel Version	Call-MEM	Call-REG	Jmp-MEM	Jmp-REG	$\Sigma$
2.6.08	1234	155	250	0	1639
2.6.13	1175	141	257	11	1584
2.6.24	1237	474	231	0	1942
2.6.28	1182	423	273	0	1878
2.6.30	1262	456	282	0	2000
2.6.32	1284	365	232	0	1881
2.6.33	1284	366	227	0	1877
2.6.34	1286	360	245	0	1891
2.6.35	1239	352	239	0	1830
2.6.38	1213	375	234	15	1837
3.0.0	1394	451	276	29	2150
Average	1254	398	250	5	1907



# Effectiveness of Testing w/ Linux Kernel Rootkits

Rootkit	Symbol Name of the Pointer	Trusted Value	Hijacked Value	C
override	module->init	-	0xd0923ad6	2
	module->exit	-	0xd0923af7	2
	sys_read	0xc0144d27	0xd092343c	1
	sys_chdir	0xc0143ced	0xd0923001	1
	sys_getuid	0xc011f59c	0xd09232ce	1
	sys_geteuid	0xc011f5ac	0xd09232f1	1
	sys_getdents64	0xc0154292	0xd0923314	1
Synapsys-0.4	module->init	-	0xd09267e8	2
	module->exit	-	0xd0926896	2
	sys_fork	0xc010488a	0xd092651e	1
	sys_write	0xc0144d8a	0xd09265f6	1
	sys_open	0xc014444c	0xd0926000	1
	sys_kill	0xc0121fa5	0xd09264c5	1
	sys_clone	0xc01048a4	0xd092657f	1
	sys_getdents	0xc0154082	0xd09265e0	1
sys_getuid	0xc011f59c	0xd09263f9	1	
kbdv3	module->init	-	0xd091b1aa	2
	module->exit	-	0xd091b215	2
	sys_utime	0xc0143970	0xd091b000	1
	sys_getuid	0xc011f59c	0xd091b142	1
	sys_utimes	0xc0143b84	0xd091b097	1
	sys_read	0xc0144d27	0xce271000	1
	sys_open	0xc014444c	0xcdde6000	1

# Effectiveness of Testing w/ Linux Kernel Rootkits

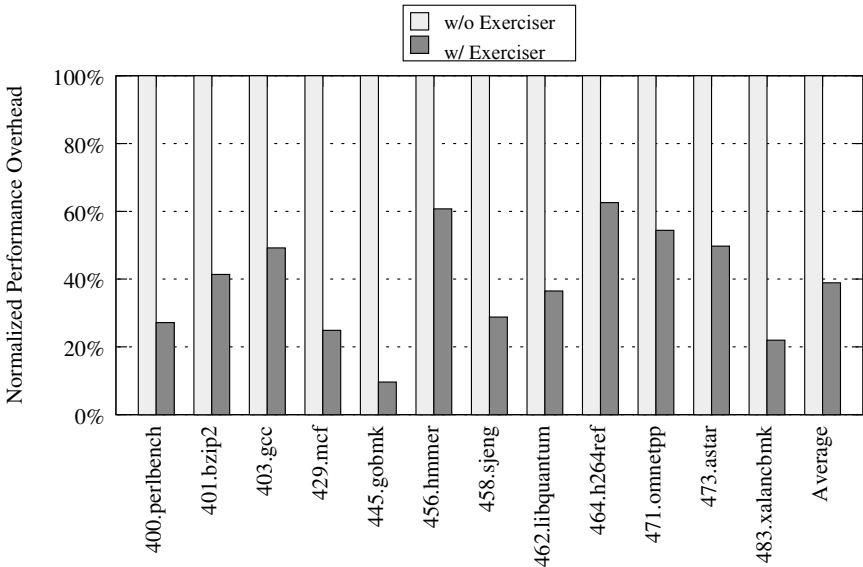
Rootkit	Symbol Name of the Pointer	Trusted Value	Hijacked Value	C
phalanx-b6	sys_read	0xc0144d27	0xce271000	1
	sys_open	0xc014444c	0xcdde6000	1
	sys_newlstat	0xc014c7ad	0xcdde3000	1
	sys_lstat64	0xc014c9a8	0xcdde2000	1
	tcp4_seq_show	0xc022be91	0xcdde5000	1
adore-2.6	module->init	-	0xd8985000	2
	module->exit	-	0xd897f9b4	2
	ext3.ext3_readdir	dynamic	0xdd97f774	6
	do_sync_write	0xc0144bb0	0xd897f8a4	5
	proc_root_readdir	0xc016b608	0xd897f477	6
proc_root_lookup	0xc016b5ba	0xd897f13e	6	
rkit-1.01	module->init	-	0xd091b05d	2
	module->exit	-	0xd091b097	2
	sys_setuid	0xc0123209	0xd091b000	1
suckit-2	idt enty 0x80	0xc0105f68	0xcc8c0906	1
hookswrite	module->init	-	0xd08c3000	2
	module->exit	-	0xd0843216	2
	idt enty 0x80	0xc0105f68	0xd0843000	1
int3backdoor	module->init	-	0xd08a119c	2
	idt enty 0x3	0xc0106b48	0xd08a1000	1

# Effectiveness of Testing w/ Linux Kernel Rootkits

Rootkit	Symbol Name of the Pointer	Trusted Value	Hijacked Value	C
phalanx-b6	sys_read	0xc0144d27	0xce271000	1
	sys_open	0xc014444c	0xcdde6000	1
	sys_newlstat	0xc014c7ad	0xcdde3000	1
	sys_lstat64	0xc014c9a8	0xcdde2000	1
	tcp4_seq_show	0xc022be91	0xcdde5000	1
	module->init	-	0xd8985000	2
	module->exit	-	0xd897f9b4	2
	<b>ext3.ext3_readdir</b>	<b>dynamic</b>	<b>0xdd97f774</b>	<b>6</b>
adore-2.6	do_sync_write	0xc0144bb0	0xd897f8a4	5
	proc_root_readdir	0xc016b608	0xd897f477	6
	proc_root_lookup	0xc016b5ba	0xd897f13e	6
rkit-1.01	module->init	-	0xd091b05d	2
	module->exit	-	0xd091b097	2
	sys_setuid	0xc0123209	0xd091b000	1
suckit-2	idt enty 0x80	0xc0105f68	0xcc8c0906	1
hookswrite	module->init	-	0xd08c3000	2
	module->exit	-	0xd0843216	2
	idt enty 0x80	0xc0105f68	0xd0843000	1
int3backdoor	module->init	-	0xd08a119c	2
	idt enty 0x3	0xc0106b48	0xd08a1000	1

*current->fs\_struct->dentry->inode->file\_operations->readdir*

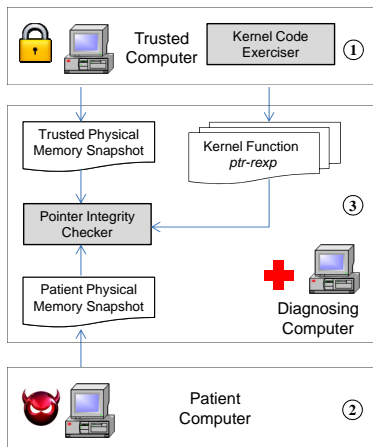
# Performance Evaluation



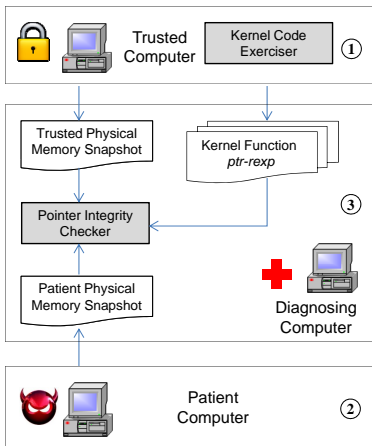
# Related Works

Systems	wo/ Source Code		wo/ Kernel Symbols		wo/ Relocation Table		wo/ In-VM Assistance		Continuous Monitoring		Snapshot-based Profiling		Detection	
SBCFI [PH07]	X	✓	✓	X	✓	✓	X	✓	X	✓	X	✓		✓
HookFinder [YLS08]	✓	✓	✓	X	X	✓	✓	X	✓	X	✓	X		X
HookMap [WJCW08]	✓	X	✓	✓	✓	✓	✓	X	✓	X	✓	X		X
Gibraltar [BGI08]	X	✓	✓	X	✓	✓	X	✓	✓	✓	✓	✓		✓
K-Tracer [LSL09]	✓	X	✓	X	✓	✓	✓	X	✓	X	✓	X		X
Poker [RJX09]	X	X	✓	X	✓	✓	X	✓	✓	✓	✓	X		X
KOP [CCL+09]	X	✓	✓	X	✓	✓	X	✓	✓	✓	✓	✓		✓
HookSafe [WJCN09]	X	X	✓	X	X	✓	✓	X	X	X	X	✓		✓
HookScout [YPHS10]	✓	✓	X	✓	X	✓	✓	X	✓	✓	✓	✓		✓
LiveDM [RRXJ10]	X	X	✓	X	✓	✓	✓	X	✓	✓	✓	✓		✓
OSck [HDK+11]	X	X	✓	X	✓	✓	X	✓	✓	✓	✓	✓		✓
HUKO [XTL11]	✓	X	✓	✓	X	✓	✓	X	X	X	✓	✓		✓
MAS [CPXC12]	X	✓	✓	X	✓	✓	X	✓	✓	✓	✓	✓		✓
BlackSheep [BSKV12]	✓	✓	✓	✓	✓	X	X	✓	✓	✓	✓	✓		✓
HookLocator [ARZR13]	✓	✓	X	X	✓	X	X	✓	✓	✓	✓	✓		✓
<b>FPCk</b>	✓	✓	✓	✓	✓	✓	X	✓	✓	✓	✓	✓		✓

# Conclusion



# Conclusion



- FPCK is a binary exclusive approach for **automatically** locating kernel function pointers.
- We developed a binary exclusive **out-of-VM** approach to **automatically** check the integrity of kernel function pointers hijacked by kernel malware.

## Limitations and future works

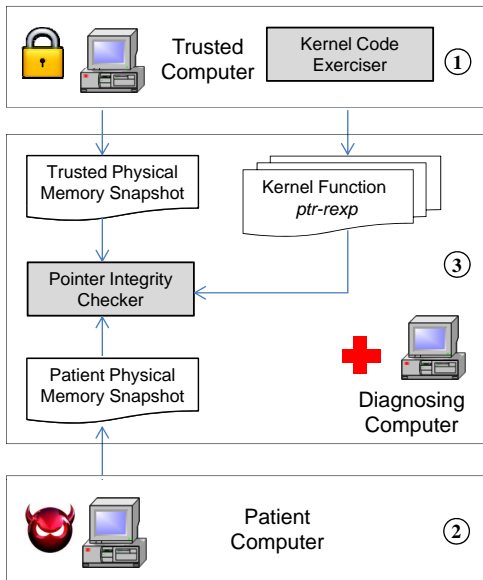
- Handling temporary pointer.
- ⇒ Recognize the execution context, and associate the context to these temporary function pointers.



# Limitations and future works

- Handling temporary pointer.
  - ⇒ Recognize the execution context, and associate the context to these temporary function pointers.
- 
- Addressing other Attacks.
  - ⇒ Evaluate detecting the data-only rootkits.

## Q&amp;A



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