

Problem

Software is bloated with unused code.

- This unneeded code contains gadgets.
- Gadgets are code snippets that can be stitched together to
- form **gadget chains** that execute malicious behavior.
- Although known CVEs are patched, future attacks can be built over these chains.

How does one remove this unwanted code and reduce the attack surface available to bad actors?

Motivation

Current **debloat** techniques remove code from either:

- libraries (achieving strong attack surface reduction), or
- applications but at the expenses of soundness.

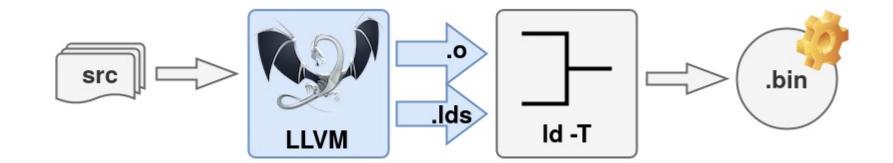
There is no general technique that:

- works on the applications as a whole instead of libraries
- is sound, and
- can effectively debloat **may-use** code using dynamic contexts.

	Piece-wise	Chisel	Razor	BlankIt
Works on application		~	\checkmark	
Works on library	\checkmark		\checkmark	✓
Works on binary			\checkmark	✓
No user input needed	\checkmark			✓
No training needed	\checkmark		\checkmark	
Is sound	\checkmark			✓
Can debloat may-use code				✓

Overview

We propose a compiler-runtime hybrid technique.



At build time, our LLVM pass will produce a modified object file and custom linker script.

The modified program will leverage a runtime system to map upcoming regions of code that are needed (and unmap code that is unneeded).

Decker: Attack Surface Reduction via On-demand Code Mapping

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Decker

Compiler pass

Goal: Identify regions of code that execute together. Instrument those points with function calls to the runtime, which will map those **decks** (groups of functions) as active only when needed. Define 4 types of decks:

- 1. Single Only 1 function.
- 2. Loop All functions within an interprocedurally outermost loop.
- 3. Reachable All functions that are statically reachable by some loop.
- 4. Indirect All functions that are statically reachable from some runtime-resolved indirect call.

Linking

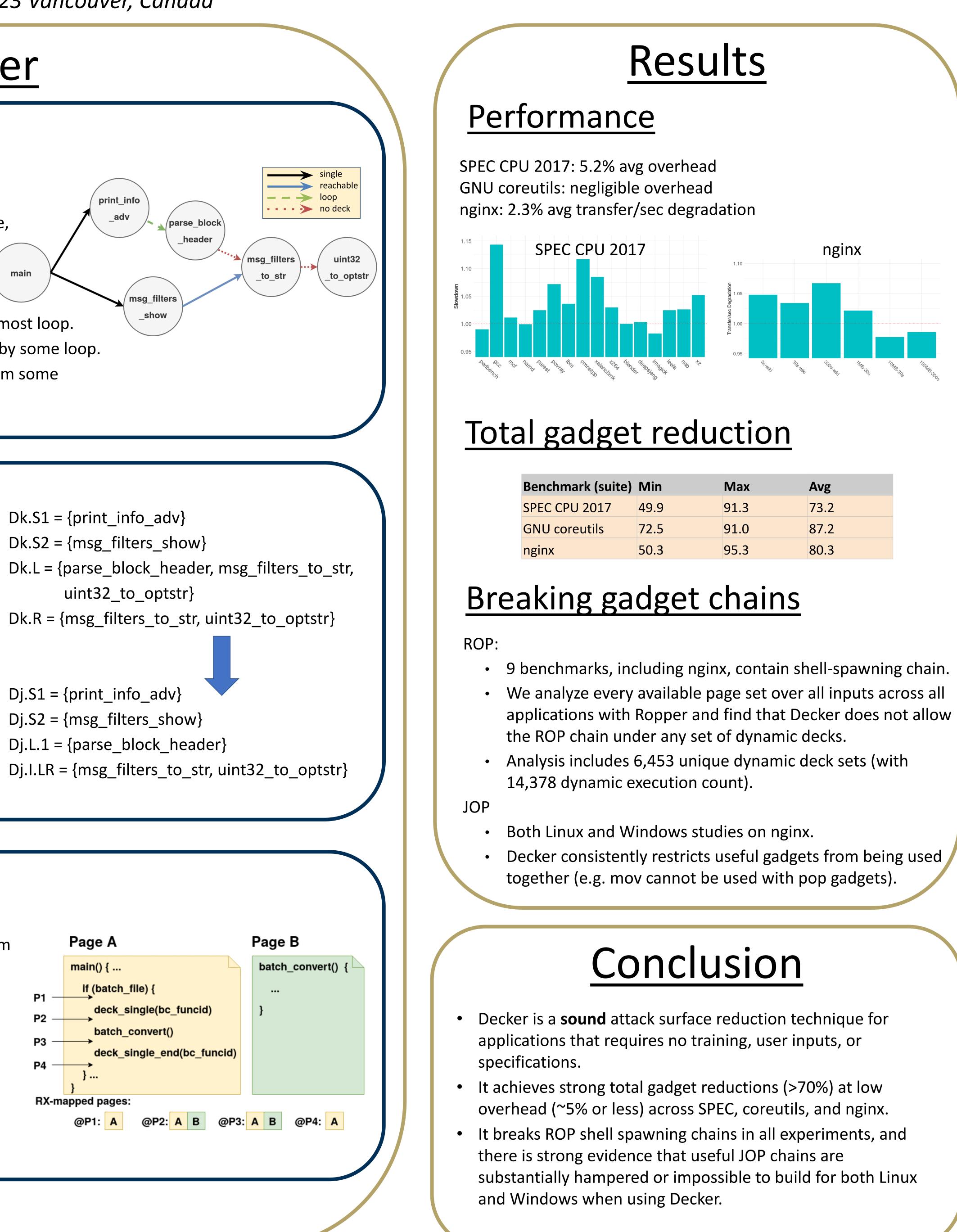
Goal: Separate decks into **disjoint sets** so that they can be placed into separate system pages.

- Without this change, system pages could inadvertently include multiple functions that are not part of the same deck.
- Mapping system pages with unneeded functions would increase attack surface unnecessarily.
- Provide a custom linker script to the linker; the linker is unmodified.

Runtime

Goal: Provide API and runtime support for mapping system pages of a deck as RX/RO when needed/unneeded.

- Compiler's start- and end-deck instrumentation guarantees functions are available only when needed.
- Use statically known IDs to identify all functions associated with a deck.
 - Exception: Indirect calls; use the function pointer address in this case.





enchmark (suite)	Min	Max	Avg
PEC CPU 2017	49.9	91.3	73.2
NU coreutils	72.5	91.0	87.2
ginx	50.3	95.3	80.3