

ARM vs RISC-V: Code Reuse Attacks Exploitable Surface

Code Reuse Attacks (CRAs)

- Definition:** CRAs manipulate control flow within an application by using existing code components rather than injecting new code.
- Mechanism:** Utilize short instruction sequences called “gadgets” stitched together to perform malicious operations.

Initializer gadget

```
lw a5, 8(sp)
lw s1, 12(sp)
jr a5
```

```
lw a6, s1
addi s1, s1, 4
jr a6
```

Dispatch table

0x00f188a
0x0af15dab
0xc1afdf6b8
0x14526fde
0x00ffe9bd
...

Functional gadgets

```
...
```

```
...
```

```
jr a5
```

Example CRA: structure of a jump-oriented programming attack

Surface on ARM and RISC-V

- RISC-V ISA** is very similar in 32-bit and 64-bit, with similar instructions supported and identical general purpose registers.
- ARM ISAs** are completely different between ARM32 and ARM64. Both instructions and registers differ significantly between the two architectures.

Example Autonomous Dispatcher Gadgets

- ADGs are special dispatcher gadgets that link back to themselves. The standard C library on all architectures contains at least one ADG, with a similar structure:

```
c.lw a5, 0(s0)
c.addi s0, 4
c.jalr a5
bltu s0, s1, -6
```

RV32IMAC

```
c.ld a5, 0(s0)
c.addi s0, 4
c.jalr a5
bltu s0, s1, -6
```

RV64G

```
ldr r3, [r5], #4
blx r3
cmp r4, r6
add.w r4 r4, #1
bne #0xf0ccc
```

ARM32

```
ldr x0, [x21, x19, lsl #3]
blr x0
cmp x19, x20
add x19, x19, #1
b.ne #0x130c88
```

ARM64

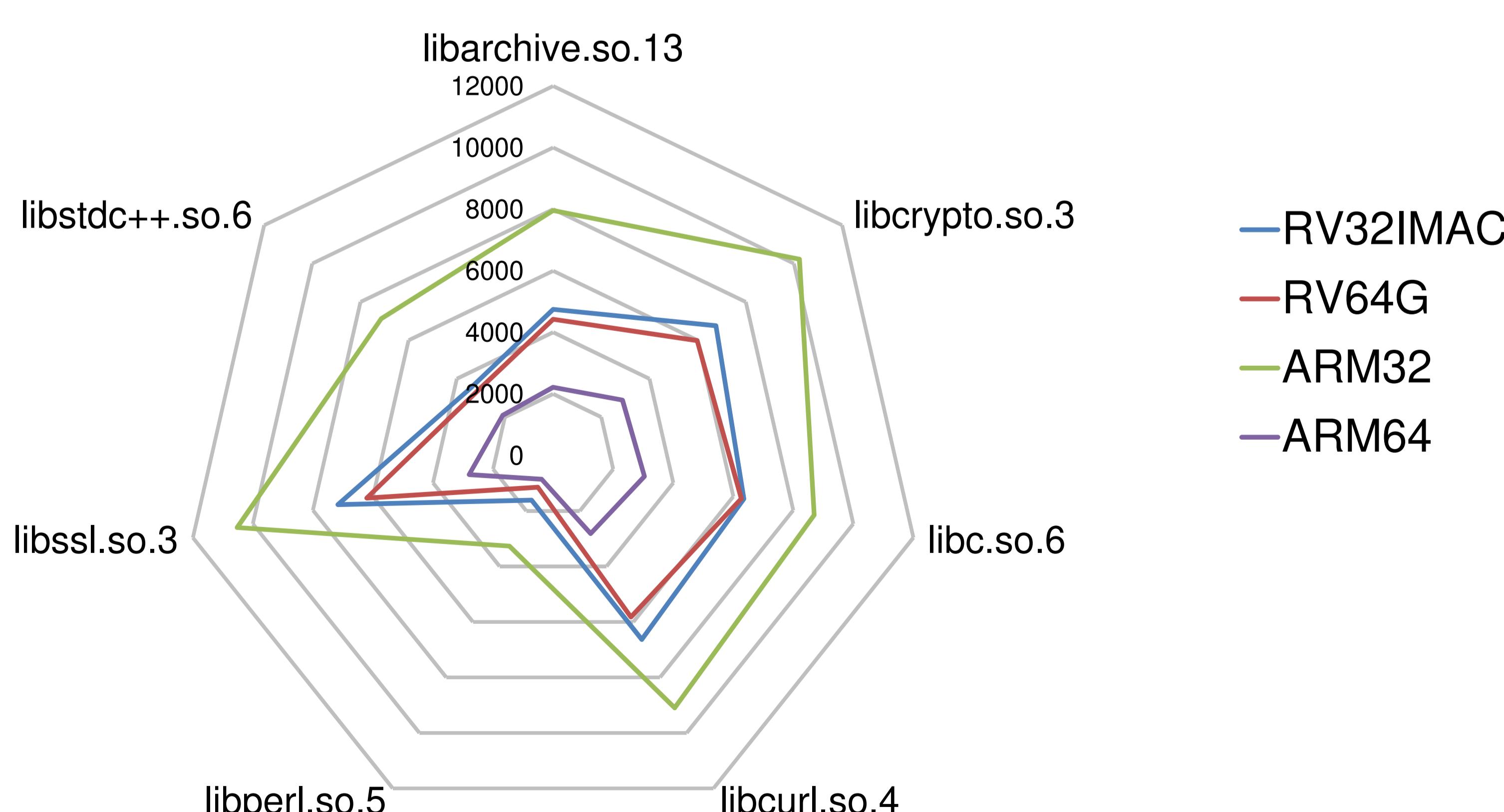
Conclusion

- Study of applicative libraries compiled for ARM and RISC-V
- ARM32 has a higher number of return-oriented programming gadgets, while RISC-V has a higher number of jump-oriented programming gadgets
- Security-related libraries such as libssl and libcrypto have a higher number of gadgets compared to other libraries

Perspectives

- Investigate gadget exploitability across all architectures
- Derive innovative hardware-based countermeasures from the signatures of gadgets

Number of return-oriented programming gadgets per section size in megabytes



Number of jump-oriented programming gadgets per section size in megabytes

