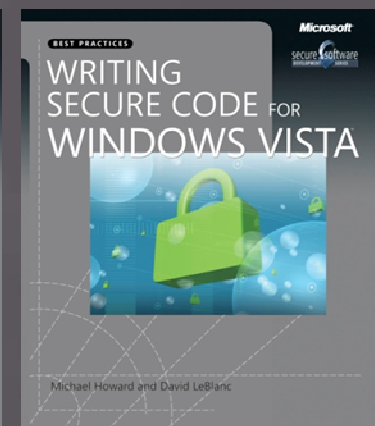
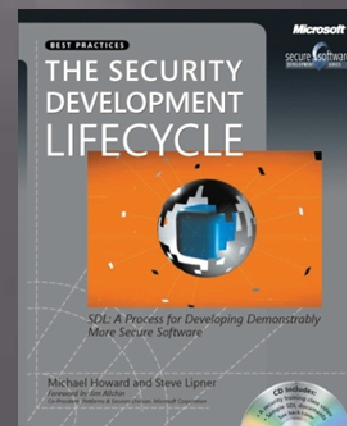
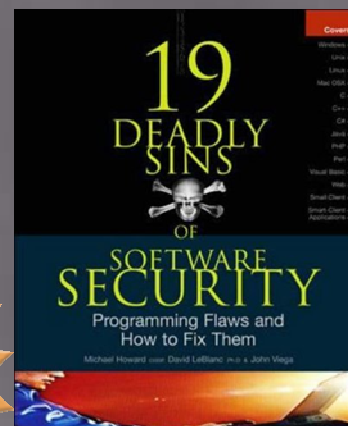
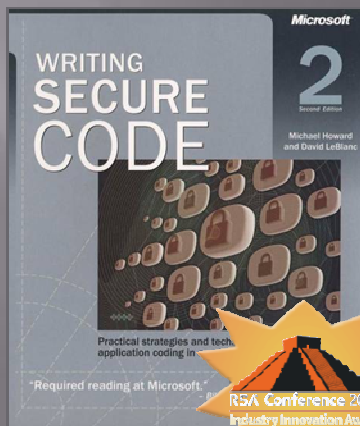
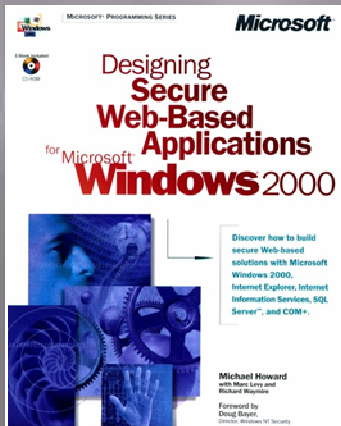


# SECURITY IMPROVEMENTS IN WINDOWS VISTA

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# Who is this Guy?

- Microsoft employee for >15 years
- Always in security
- Editor for IEEE Security & Privacy
- A pragmatist!



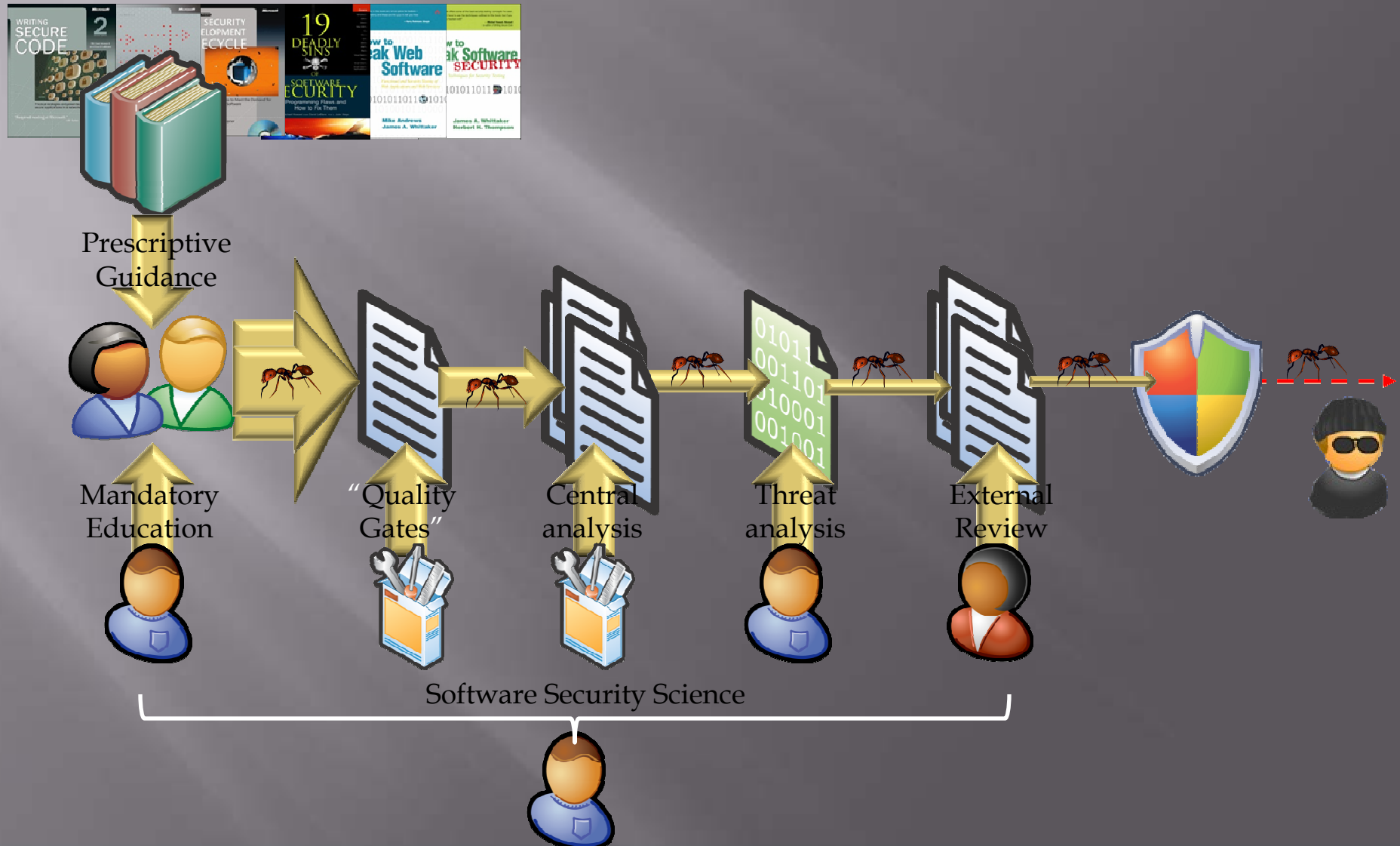
# Agenda

- ▣ Core Design Assumptions
- ▣ Security Development (SDL) Process  
security contributions
- ▣ Isolation
- ▣ Service Hardening
- ▣ Memory defenses

# Core Design Assumptions

- ▣ Code is never perfect
- ▣ Designs are never perfect
- ▣ Remember, security is “Man vs. Man”
  - Security is a never-ending arms race
  - You can never be “done” with security
- ▣ Individual protections may fail
  - Windows Vista includes numerous, layered defenses
  - All enabled by default
  - Each protection raises the bar
- ▣ But, we must protect customers

# High Level Windows Vista Engineering Process



# SDL In Action For Windows Vista

- ▣ Weak Crypto banned in new code
  - No use of MD4, MD5 or SHA1.
  - No use of RC4.
  - No symmetric keys smaller than 128 bits allowed.
  - No RSA keys smaller than 1024 bits allowed.
  
- ▣ Threat Modeling
  - Training and tools provided to engineering teams
  - 1,400+ Threat models developed for Windows Vista
  - Security team reviewed models

# SDL in Action for Windows Vista

- Mandatory Use of Compiler Security Options
  - /GS flag (runtime stack BO detection)
  - /SAFESEH (runtime exception checking)
  - /NXCOMPAT (NX support)
  - /DYNAMICBASE (ASLR support)
  - /ROBUST switch for MIDL compiler
- Safe Libraries Developed
  - 120+ Banned functions
  - IntSafe (C safe integer arithmetic library)
  - SafeInt (C++ safe integer arithmetic template class)
  - Secure CRT (C runtime replacements for strcpy, strncpy etc)
  - StrSafe (C runtime replacements for strcpy, strncpy etc)

strcpy, strcpyA, strcpyW, wcsncpy, \_tcscopy, \_mbscopy, StrCpy, StrCpyA, StrCpyW, lstrcpy, lstrcpyA, lstrcpyW, \_tcscopy, \_mbscopy strcat, strcatA, strcatW, wscat, \_tscat, \_mbcat, StrCat, StrCatA, StrCatW, lstrcat, lstrcatA, lstrcatW, StrCatBuff, StrCatBuffA, StrCatBuffW, StrCatChainW, \_tccat, \_mbccat, strncpy, wcsncpy, \_tcscopy, \_mbscopy, \_mbsncpy, \_mbsnbcopy, StrCpyN, StrCpyNA, StrCpyNW, StrNCpy, strcpyA, StrNCpyA, StrNCpyW, lstrcpy, lstrcpyA, lstrcpyW strcat, wscat, \_tscat, \_mbscat, \_mbsnbc, StrCatN, StrCatNA, StrCatNW, StrNCat, StrNCatA, StrNCatW, lstrcat, lstrcatA, lstrcatW, lstrcatN CharToOem, CharToOemA, CharToOemW, OemToChar, OemToCharA, OemToCharW, CharToOemBuffA, CharToOemBuffW alloca, \_alloca wnsprintf, wnsprintfA, wnsprintfW, sprintfW, sprintfA, wprintf, wprintfW, wprintfA, sprintf, swprintf, \_stprintf, \_snwprintf, \_snprintf, \_sntprintf, wvsprintf, wvsprintfA, wvsprintfW, vsprintf, \_vstprintf, vswprintf, \_vsnprintf, \_vsnwprintf, \_vsnprintf, wvnsprintf, wvnsprintfA, wvnsprintfW strtok, \_tcstok, wcstok, \_mbstok makepath, \_tmakepath, \_makepath, \_wmakepath, \_splitpath, \_tsplitpath, \_wsplitpath scanf, wscanf, \_tscanf, sscanf, swscanf, \_stscanf, sscanf, snwscanf, \_sntscanf \_itoa, \_itow, \_i64toa, \_i64tow, \_ui64toa, \_ui64tow, \_ultoa, \_ultot, \_ultow gets, \_getts, \_gettw IsBadWritePtr, IsBadHugeWritePtr, IsBadReadPtr, IsBadHugeReadPtr, IsBadCodePtr, IsBadStringPtr strlen, wcslen, \_mbslen, \_mbstrlen, StrLen, lstrlen

# Tool Utilization in SDL

- ▣ ***TOOLS ARE NOT A PANACEA***
- ▣ PREfast – Static code analysis (used by /analyze)
- ▣ FxCop – Static analysis of managed code and assemblies
- ▣ Standard Annotation Language (SAL)
  - Majority of C Runtime library has been annotated
  - Windows SDK functions have been annotated



## Sidebar: What's SAL?

- ▣ Tools can only find “so much” without more contextual information
- ▣ SAL helps bridge the gap by providing interface contract information to the tools
- ▣ SAL leads to dramatically improved static analysis
  - More bugs
  - Less noise
- ▣ The process of adding annotations can find bugs!
- ▣ The concept is not new: think IDL
- ▣ Included in Visual Studio 2005

# Example Annotation

Joined at  
the hip



```
void FillString(  
    char* buf,  
    size_t cchBuf,  
    char ch) {  
  
    for (size_t i = 0; i < cchBuf; i++) {  
        buf[i] = ch;  
    }  
}
```

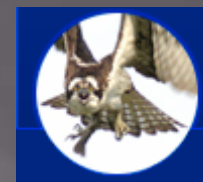
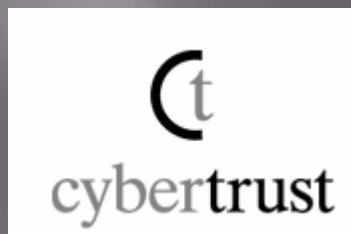
# Example Annotation

```
void FillString(  
    __out_bcount(cchBuf) char* buf,  
    size_t cchBuf,  
    char ch) {  
  
    for (size_t i = 0; i < cchBuf; i++) {  
        buf[i] = ch;  
    }  
}
```

# More Extensive Security Testing

- ▣ Identify and fuzz all file formats consumed by the operating system
  - Minimum 100,000 malformed files per parser
  - Fuzz many networking protocols, including RPC
- ▣ Internal Penetration Testing
- ▣ External Penetration testing (thanks to):
  - Code Blau Security Concepts
  - Cybertrust
  - iSec Partners
  - IOActive
  - Matasano
  - Password Consultancy
  - Net-square
  - NGS
  - n.runs
  - Security Innovation

**SECURITY INNOVATION®**



# Some Early Results

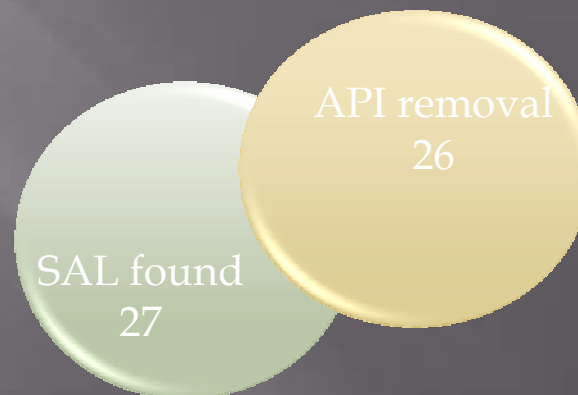
## Security Bulletins that do not affect Windows Vista

- ▣ MS06-078 Windows Media Player
  - Banned API removal (wcsncat)
- ▣ MS06-069 Flash 6
  - Installed by default in Windows XP, not shipped with Windows Vista
- ▣ MS06-066 NetWare Client
  - Installed by default in prior OS's, removed in Windows Vista
- ▣ MS06-055 VML
  - Found through fuzzing
- ▣ MS06-050 Windows Hyperlink Object Library
  - Found and fixed because of SAL
- ▣ MS07-004 VML
  - Integer overflow calling `::new` caught by compiled code

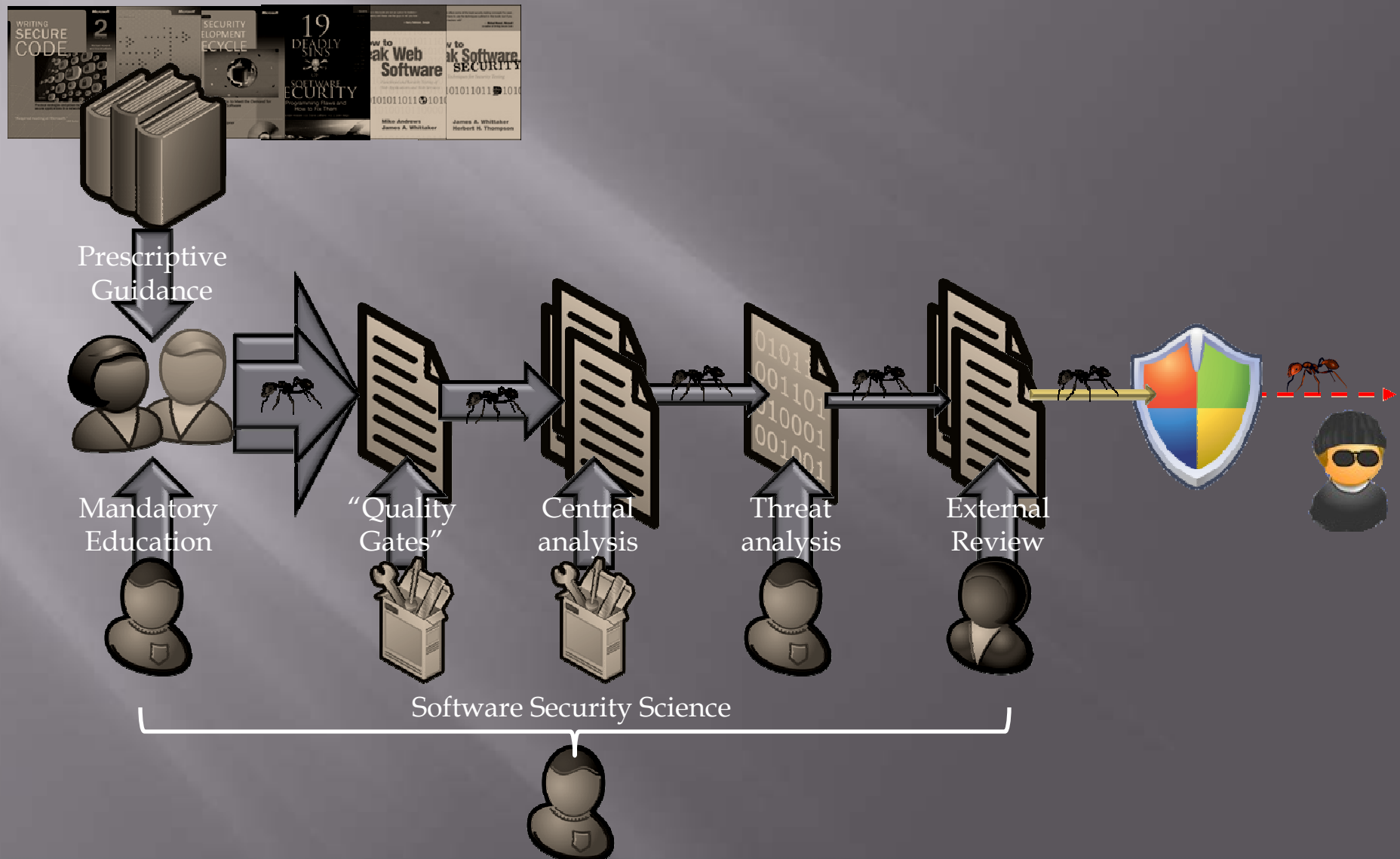
# Some Early Results

## Interesting figures

- ▣ Analysis of 63 buffer-related security bugs that affect Windows XP, Windows Server 2003 or Windows 2000
  - but not Windows Vista
- ▣ 82% removed through SDL process
  - 27 (43%) found through use of SAL
  - 26 (41%) removed through banned API removal




# Windows Vista Engineering Process (from 35,000ft!)



# Isolation

- ▣ UAC: Users are no longer admins by default
  - Even an admin is not an admin
- ▣ Integrity levels help contain damage
  - IE7 runs in low integrity (by default)
    - Protected Mode
  - Most parts of the operating system are medium integrity
  - Restricts “Write-Up”
  - Helps defend integrity of the operating system

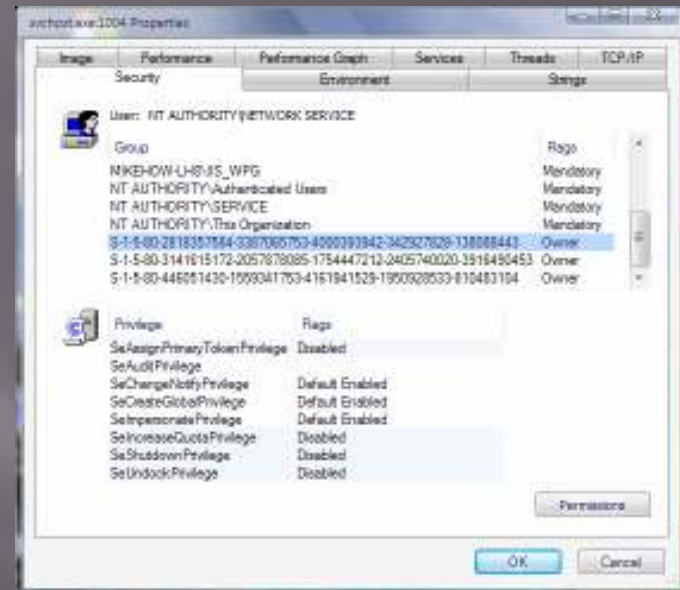
 Internet | Protected Mode: On



# DEMO: Integrity Levels

# Service Hardening

- Many existing services moved out of SYSTEM
- Describe the privileges you need
- Per-service identity (SID)
  - Protect objects for just that service
  - S-1-5-80-xxxx
- Stricter service restart policy
- Restrict network behavior
  - Eg: foo.exe can only open port TCP/123 inbound
    - | Action=Allow | Dir=In | LPORT=123 | Protocol=17 | App=  
%SystemRoot%\foo.exe



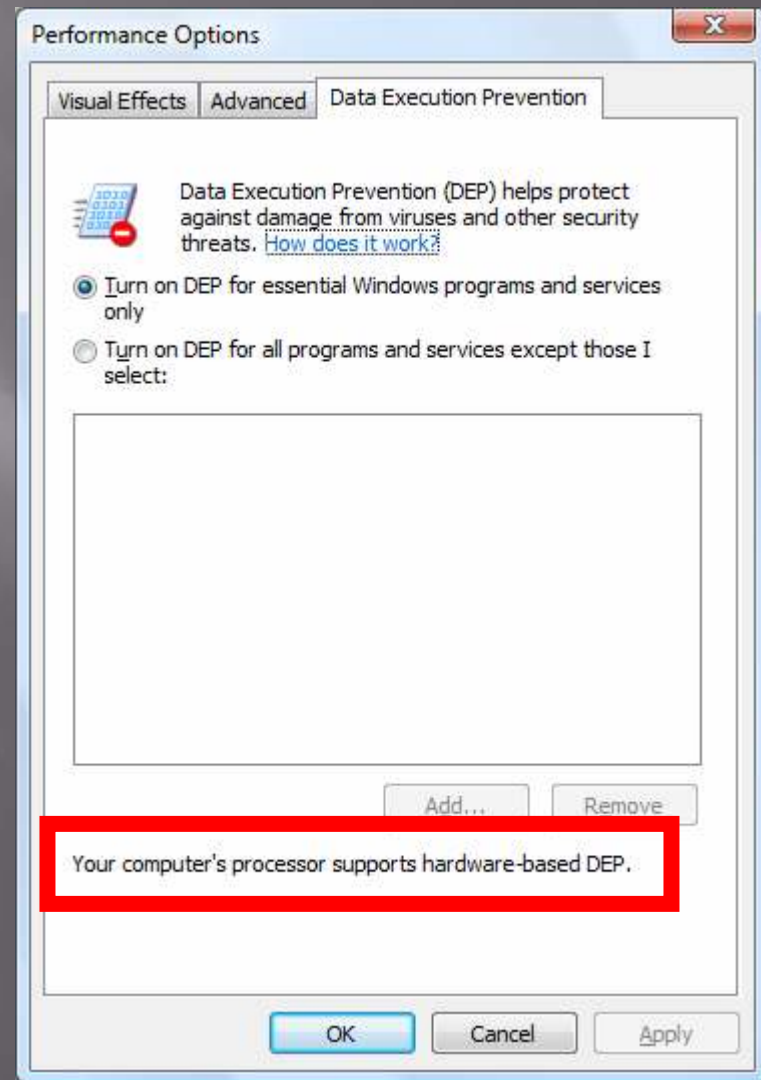
# Memory Defenses

- ▣ Stack BO detection (aka /GS, enabled by default)
  - Detects many stack-based overruns at runtime
  - Re-arranges the stack so buffers are in higher memory (helps protect variables)
  - Moves various arguments to lower memory
- ▣ Exception handler protection (aka /SAFESEH, enabled by default)
  - Exception addresses are verified at runtime

# Memory defenses

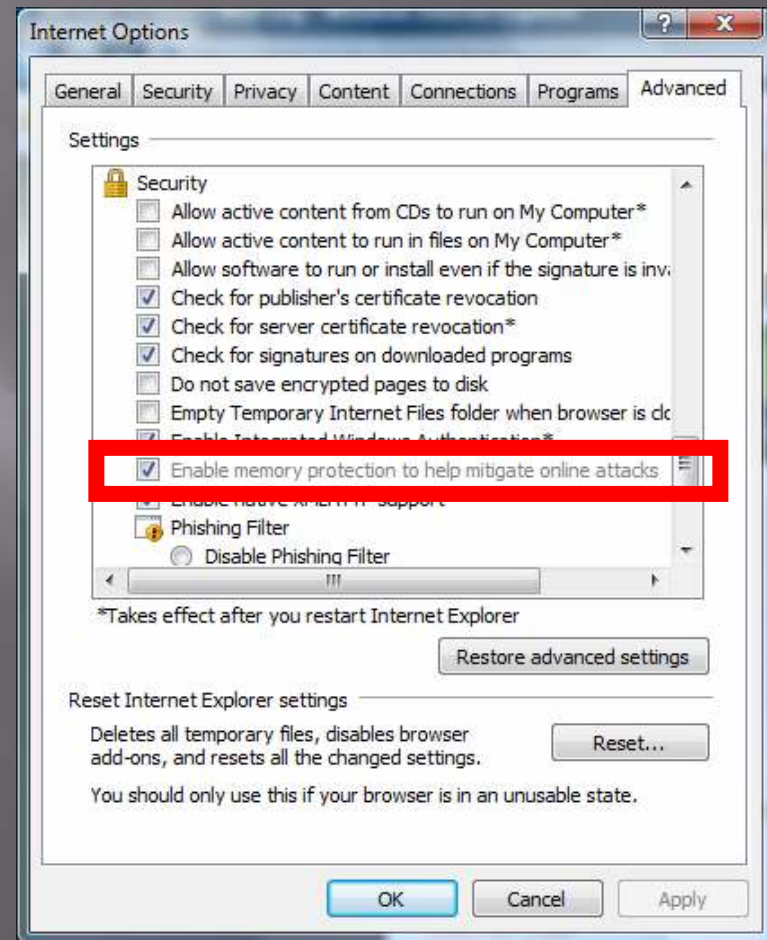
- Data Execution Prevention (aka NX/XD, enabled by default\*)
  - Harder to execute data
- In Windows Vista, DEP cannot be disabled once turned on for a process

\*Most CPUs today support DEP, but make sure it's enabled in the BIOS




# Sidebar: Memory defenses and IE7

- By default IE7 does not enable DEP/NX :(
  - Because too many controls break
  - Many controls use just-in-time compilation
  - They try to run data
  - Fix is to use VirtualProtect(..., PAGE\_EXECUTE\_READ,...)
- We will enable DEP/NX in a future release of IE



# Memory Defenses

- ▣ Heap defenses (all enabled by default)
  - Lookasides gone 
  - Arrays of free lists gone
  - Early detection of errors due to block header integrity check
    - ▣ `ENTRY->Flink->Blink == ENTRY->Blink->Flink == ENTRY`
  - Heap terminate on corruption
- ▣ Integer overflow calling `operator::new` automatically detected at runtime (by default)

# Memory Defenses

- ▣ Image randomization (ASLR)
  - System images are loaded randomly into 1 of 256 'slots'
  - Changes on each boot
  - To be effective ASLR requires DEP
  - Enabled by default
  - Link with /DYNAMICBASE for non-system images
- ▣ Stack is randomized for each new thread (by default)
- ▣ Heap is randomized (by default)
- ▣ Long-lived pointers are encoded and decoded
  - A successful pointer overwrite must survive the decoding process (XOR with a random number)

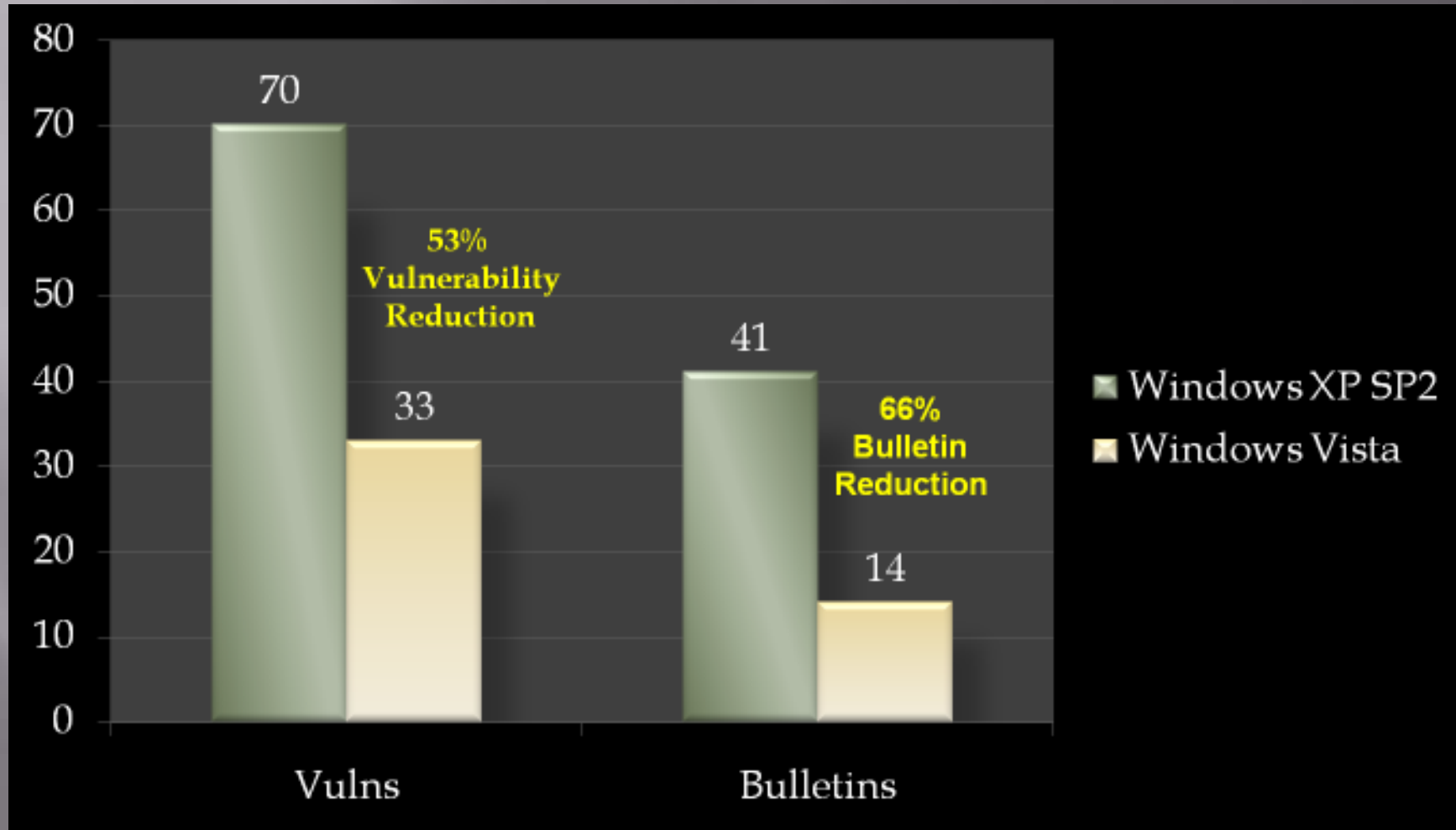
# DEMO: Memory Defenses



# Why the DNS Zero-Day Did not Exploit Windows “Longhorn” Server beta 2

- ❑ The coding vulnerability was in the code
- ❑ The attacker had to:
  - Get passed the firewall
  - Bypass /GS
  - Bypass SafeSEH
  - Bypass NX
  - Bypass ASLR
  - Bypass stack randomization
  - Bypass service hardening
- ❑ And the attacker has only two attempts
  - Because of service restart policy

# Windows Vista Vulnerability Reduction to Date



# Software Security Science

- ▣ Security is “Man vs. Man”
- ▣ We must continue to innovate
- ▣ We must continue to learn more about attackers
  - And how to thwart them
- ▣ We perform root-cause analysis of each security bug
- ▣ We analyze bugs from around the industry
- ▣ We work closely with security researchers
- ▣ Feeds back into the SDL twice a year

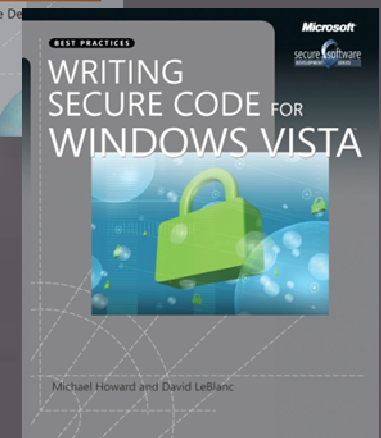
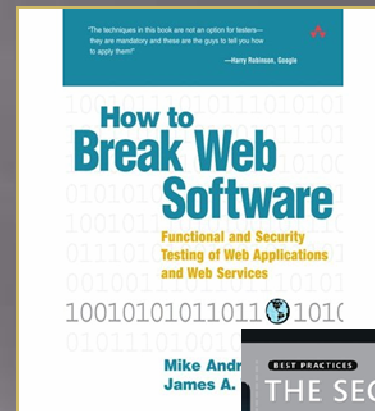
# Call to Action

## □ Process

- Evaluate the SDL (it works!)
- Build threat models
- Utilize all available tools (eg; compiler, /analyze, SAL etc)
- Perform fuzz testing
- Hire expert pentest help

## □ Engineering

- Remove banned APIs
- Compile with /GS
- Link with /NXCOMPAT, /SAFESEH and /DYNAMICBASE



Questions?