

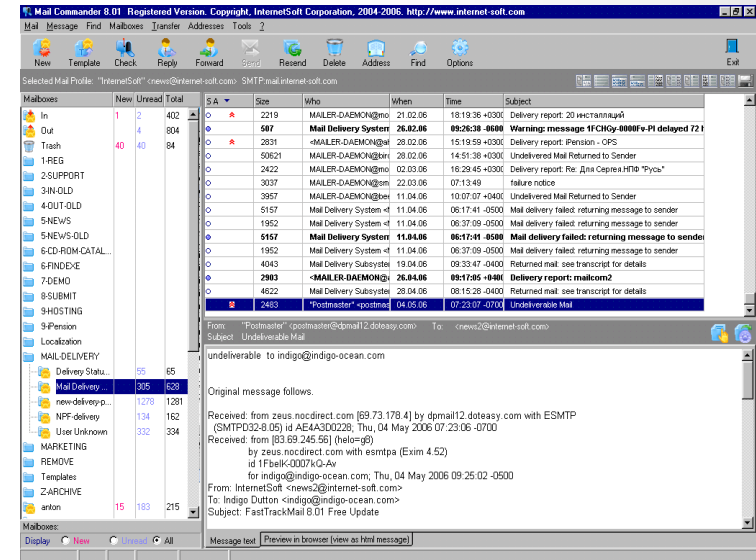
Making Programs Forget: Enforcing Lifetime for Sensitive Data

Jayanthkumar Kannan (Google Inc), **Gautam Altekar** (UC Berkeley),
Petros Maniatis (Intel Labs), Byung-Gon Chun (Intel Labs)

The Problem: Lingering Data



Sensitive Data



- How long is your data around? (Chow et. al. '04)
 - Where in memory?
 - Maybe on disk?

Hard to Provide Sensitive Data Lifetime

Existing approaches fall short

- Shutdown the application?
- Reboot?
- Rely on application support?
- Memory scrubbing? (Chow et al '05: Data shredding)
- Change user behavior? (Borders et al '09: Capsules)
- Time-based data access control? (Perlman '05)

Goal: Guaranteed Data Lifetime

- Guarantee: Data indicated as sensitive is not retrievable from system beyond specified time limit
- Requirements
 - No application support
 - Non-disruptive : shouldn't crash, interrupt your normal workflow
- Contribution: Promising start, much further to go

Observation: State Equivalence

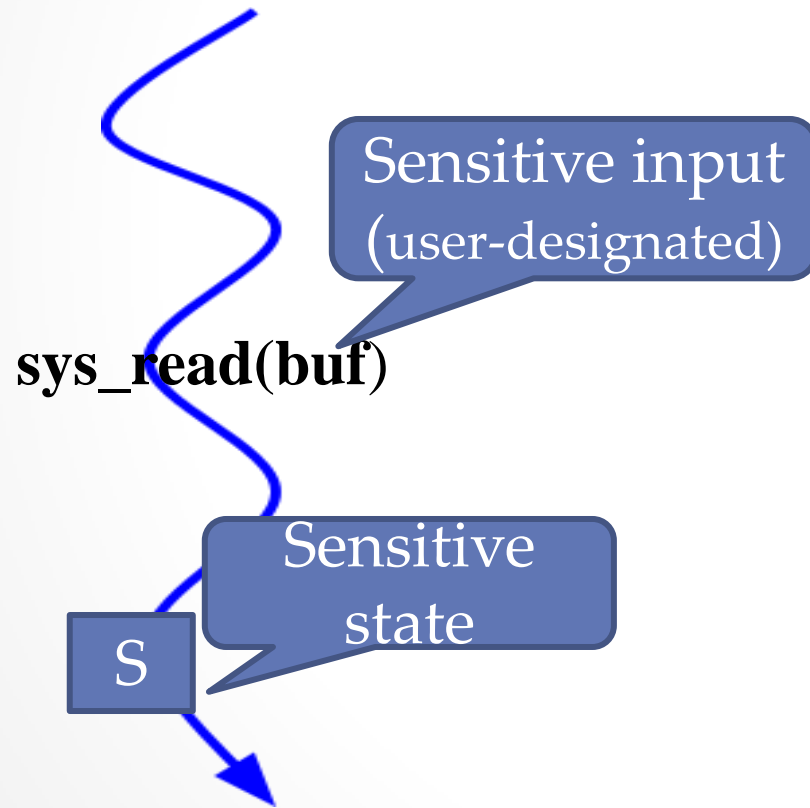
- For any program state computed from sensitive data, there usually exists an equivalent state not derived from the sensitive data
- Example:
 - You get a sensitive email, read it, and then send and read some other emails
 - Equivalent State: Send and read other emails

Approach: State Reincarnation

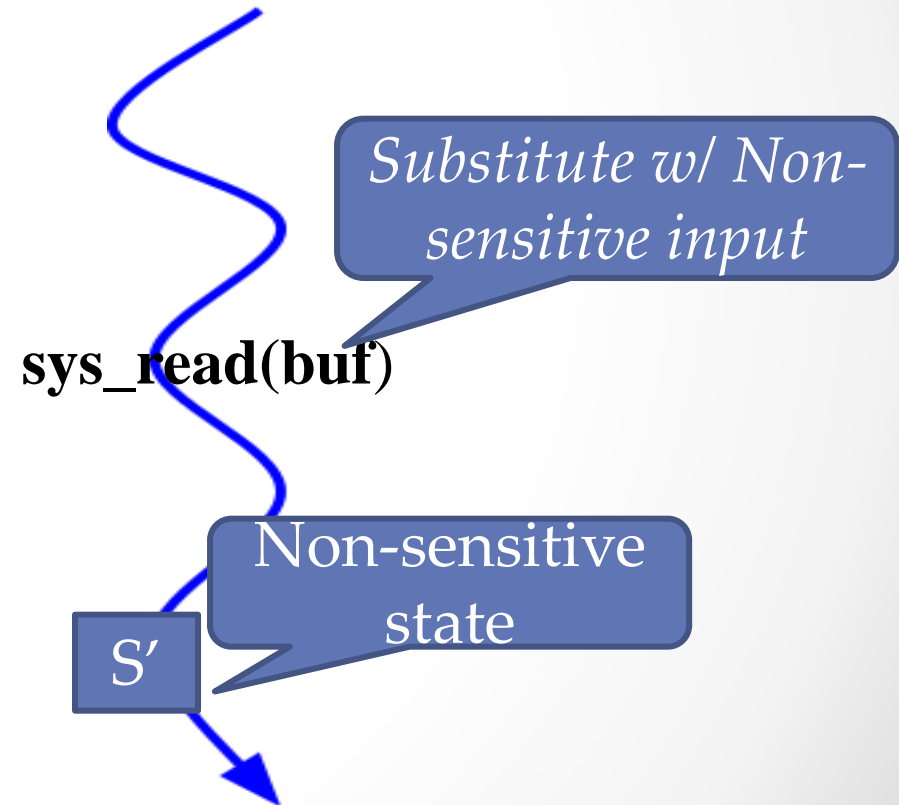
- Replace current sensitive state with equivalent non-sensitive state
- Challenge: How do we derive equivalent non-sensitive state?

Deriving an Equivalent State

- Key idea: deterministic replay with perturbed input



1. Original execution
(record all inputs)



2. Replay execution
(replace sensitive inputs)

Challenges

- Picking the sensitive-input replacements
- Completeness: Eliminating all sensitive data
- Overhead: Run-time cost

Picking sensitive-input replacements

- Given sensitive input I , and subsequent input I_1, I_2 , we compute I' which leads to same execution path
 - Using tainting and constraint solving (Altekar '09)
- Replay with I'
- Hard-cases: Spell-checker, Hashing

Completeness

- Sensitive data can linger in various areas (OS buffers); how can we remove all of it?
- Technique: Implement perturbed replay in VM
- Need to trust VM not to retain data

Overhead

- We implemented recording at user-level
- Slowdown: ~1.2X on bash

Conclusion

- Contributions:
 - Guaranteed Lifetime Property
 - State Reincarnation
- Future work:
 - Picking right inputs for replay
 - Measuring overhead for consistent substitution