

SoftMark: Software Watermarking via a Binary Function Relocation

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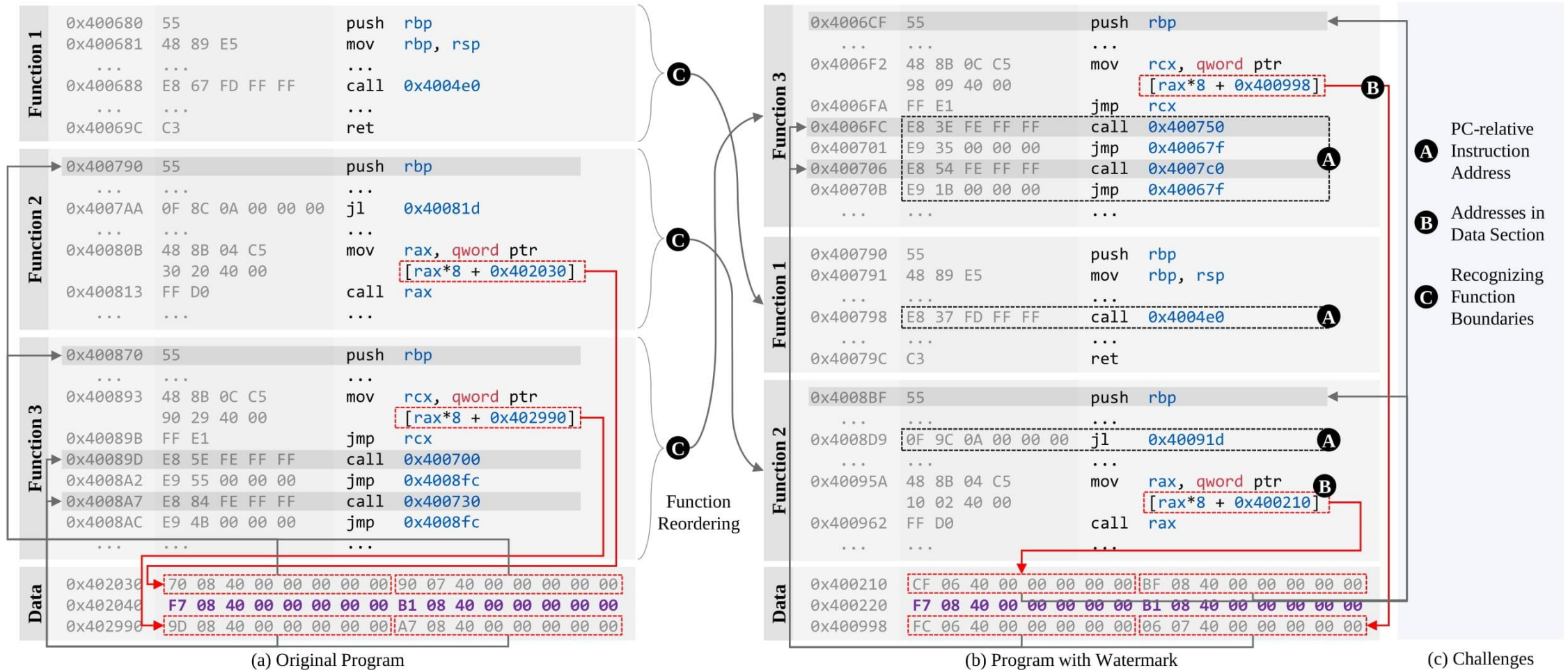


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Software Watermarking

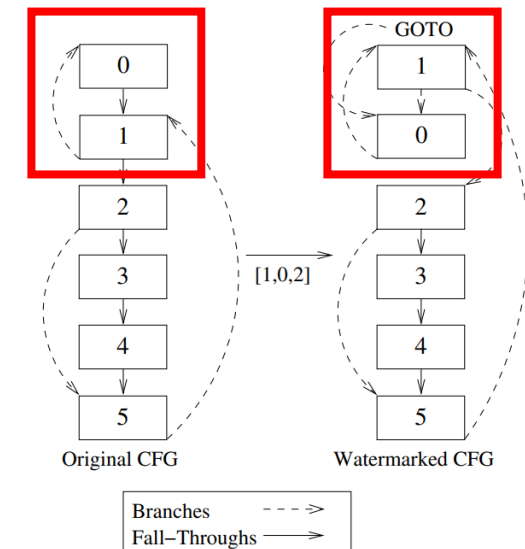
- Providing a digital fingerprint
 - Inserts certain information that represents its owner or distributor
 - Offers the **traceability**
- Difference with code-signing?
 - Code-signing focuses on **preventing unauthorized modification**
 - Better to use *both* code-signing and software watermarking
- Impossible to prevent all viable attacks, but a watermarking scheme should sufficiently discourage attackers

Motivation



Prior Attempts

- Reordering-based Approach
 - Reordering basic blocks, safe operands of mathematical equations
- Limitations
 - Perceptive
 - Inserting GOTO statements → easily detectable
 - Forgeable
 - Rearranging a structure can be accomplished easily
 - Fragile
 - Not resilient to arbitrary modifications at the instruction level



Advantages over Prior Attempts

- **Introducing no supplementary structure**
 - No size overhead, negligible performance overhead
 - Gives a lower chance for attackers to recognize the presence of a watermark with statistical analysis or inference
- **Can reach up to an increasingly large number of encodings**
 - Depends on the number of reorderable functions

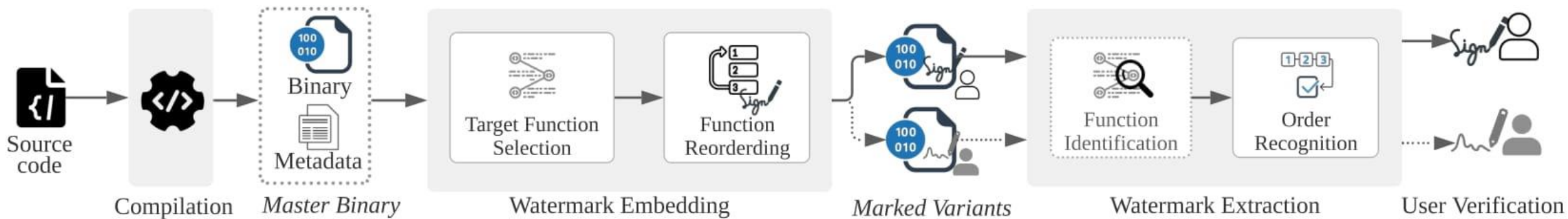
Overview

- **SoftMark**

- A software watermarking system that leverages a function relocation
- The order of functions implicitly encodes a hidden identifier

- **Process**

- Generating a master binary → Embedding a watermark & Recording a ledger
- Extracting a watermark from variant with a ledger → Verifying an associated user



Reliable Binary Instrumentation

- CCR(Compiler-assisted Code Randomization) (Koo, Hyungjoon et al., In 2018 IEEE S&P)
 - A **reliable binary rewriter** that leverages the metadata to generate variants
 - A modified compiler toolchain(LLVM and gold linker) produces transformation-assisting metadata including function boundaries, fixup locations, and jump table information
 - A set of metadata can be embedded into executables
- ➔ Leverage CCR for **reliable watermark embedding & extracting** at the binary level

Strategies on SoftMark

- One to one mapping (order, value)

Function Order	$F_1-F_3-F_2$	$F_2-F_1-F_3$	$F_2-F_3-F_1$	$F_3-F_1-F_2$
Watermark Value	00_2	01_2	10_2	11_2

- Stirling's formula:

$$\log_2(n!) \approx \log_2\left(\sqrt{2\pi n}\left(\frac{n}{e}\right)^n\right) \text{ where } n > 0$$

Functions	Representable bits	Bits	Required functions
10	21	64	21
20	61	128	35
30	107	192	47
50	214	256	58
100	524	512	99
300	2041	1024	171
500	3767	2048	301
1000	8529	4096	537

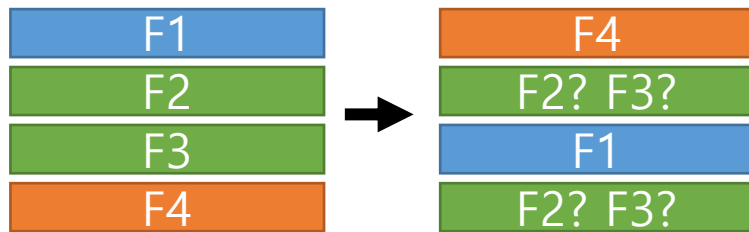
- Higher capacity

Program Name	Size (KB)	SOFTMARK		Davidson-Myhrvold	
		Functions	Bits	Basic Blocks	Bits
<i>400.perlbench</i>	1,423	895	7,491	683	5,451
<i>403.gcc</i>	3,728	2,206	21,326	534	4,073
<i>433.milc</i>	148	88	446	20	61
<i>445.gobmk</i>	3,923	857	7,119	135	765
<i>456.hammer</i>	339	237	1,532	46	191
<i>458.sjeng</i>	156	78	382	74	357
<i>464.h264ref</i>	685	259	1,708	160	945
<i>482.sphinx3</i>	210	155	909	20	61
<i>addr2line</i>	1,180	704	5,649	142	815
<i>ar</i>	1,213	739	5,982	142	815
<i>bfdtest1</i>	1,165	686	5,479	142	815
<i>cxxfilt</i>	1,179	705	5,659	142	815
<i>nm-new</i>	1,195	721	5,810	142	815
<i>objcopy</i>	1,410	867	7,217	181	1,101
<i>objdump</i>	2,474	988	8,409	186	1,139
<i>ranlib</i>	1,213	739	5,982	142	815
<i>size</i>	1,180	708	5,687	142	815
<i>strings</i>	1,180	705	5,659	142	815
<i>strip-new</i>	1,410	867	7,217	181	1,101
<i>ctags</i>	1,495	1,150	10,039	178	1,078
<i>lighttpd</i>	195	136	772	85	426
<i>vsftpd</i>	118	143	822	87	439
<i>pscp</i>	713	664	5,273	99	518
<i>psftp</i>	722	671	5,338	99	518
<i>puttygen</i>	391	328	2,273	144	829
<i>cgtest</i>	405	335	2,332	141	808

Strategies on SoftMark (2)

- Unique function candidates
 - Do not use indistinguishable functions in watermark embedding

(To prevent ambiguous watermarks at extracting)



- Desirable function set
 - Prefer a function that has a trampoline containing code pointers
- (To give more challenge to an attacker)
- Non-candidate functions
 - Randomly scatter all other functions
- (To increase a resiliency against collusive attacks)

Strategies on SoftMark (3)

- **Ledger (Bookkeeper)**

- Holds the list of functions and their locations, the property of each function (index, indirect call invocation), and the pattern of basic blocks

- **Basic block recognition with patterns:**

- Regular expression of byte values (**Quick search**)

Index, Basic block patterns

ex) FUNC#1 ['5bc30f1f4000', '5389fbb8[0-9a-f]{8}b9[0-9a-f]{8}']

Fixups



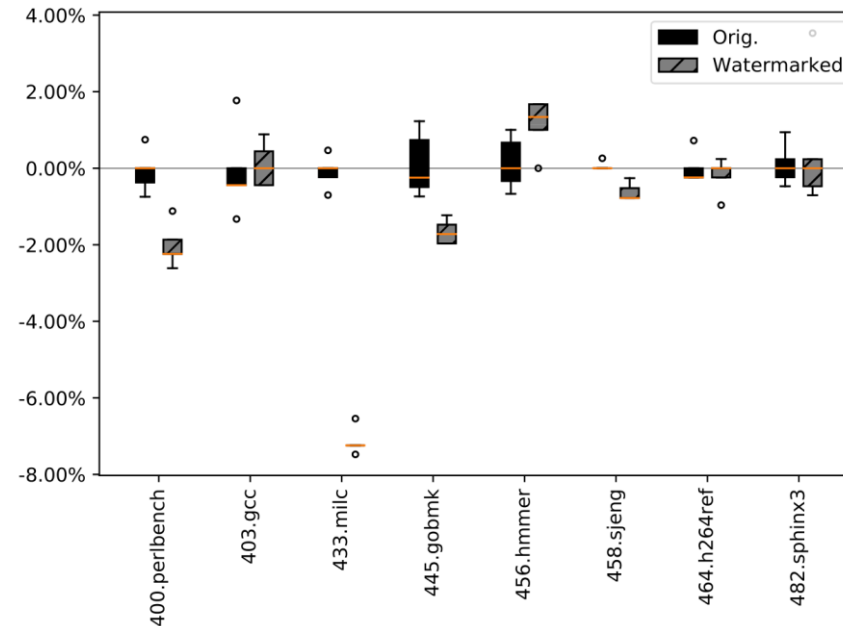
- Sequence of opcode mnemonics and sizes after disassembly (**Deep investigation**)

Index, Basic block patterns

ex) FUNC#1 ['(push, 1)(push, 1)(push, 1)(sub, 7)(jnz, 6)', ...]

Evaluation

- Size overheads = **None**
 - No additional structure
- Performance overheads
 - Less than 1.1%



Program Name	O/H
<i>400.perlbench</i>	-1.9%
<i>403.gcc</i>	0.1%
<i>433.milc</i>	-7.2%
<i>445.gobmk</i>	-1.7%
<i>456.hammer</i>	1.1%
<i>458.sjeng</i>	0.6%
<i>464.h264ref</i>	0.2%
<i>482.sphinx3</i>	0.5%

Evaluation (2)

- Pre-analysis time
 - Examines the property of a function
 - Longer than embedding, extracting time
 - One-time process for each program
- Deep investigation
 - Takes longer time than a quick search

Program Name	Quick search						Deep investigation					
	Time with a regular expression (sec)						Time with a disassembly (sec)					
	Pre-Anal.	Em.	Ex. W1	Ex. W2	Ex. W3	Avg.	Pre-Anal.	Em.	Ex. W1	Ex. W2	Ex. W3	Avg.
<i>400.perlbench</i>	60	15	2.1	1.6	1.8	1.8	27,426	16	3,372	309	1,432	1,704
<i>403.gcc</i>	346	101	6.5	5.8	4.2	5.5	200,270	101	2,471	2,445	2,125	2,347
<i>433.milc</i>	2.2	0.8	0.3	-	-	0.3	12	0.8	6.8	-	-	6.8
<i>445.gobmk</i>	51	34	0.7	1.0	0.8	0.8	6,282	34	352	139	133	208
<i>456.hmmmer</i>	5.9	1.7	0.6	0.5	0.9	0.7	437	1.7	38	57	46	47
<i>458.sjeng</i>	2.3	0.9	0.6	-	-	0.6	25	0.9	20	-	-	20
<i>464.h264ref</i>	13	3.5	1.2	1.2	1.1	1.2	1,358	3.5	94	75	64	78
<i>482.sphinx3</i>	3.4	1.5	0.3	0.4	-	0.3	102	1.5	15	16	-	15
<i>addr2line</i>	39	11	0.7	0.9	2.2	1.3	13,534	11	804	630	846	760
<i>ar</i>	40	11	1.2	0.9	0.6	0.9	14,982	12	797	812	782	797
<i>bfdtest1</i>	39	10	0.8	0.6	1.9	1.1	11,459	11	645	662	646	651
<i>cxxfilt</i>	39	12	0.7	0.9	2.1	1.2	13,045	12	735	653	865	751
<i>nm-new</i>	40	11	1.1	0.6	1.1	0.9	12,760	12	699	639	640	659
<i>objcopy</i>	58	14	3.6	4.0	1.1	2.9	28,679	15	822	1,044	987	951
<i>objdump</i>	87	23	4.3	0.9	4.5	3.2	37,856	23	901	1,521	1,243	1,222
<i>ranlib</i>	40	11	1.2	0.9	0.6	0.9	12,949	12	365	494	457	439
<i>size</i>	40	11	0.9	0.5	1.7	1.0	11,450	11	632	664	631	642
<i>strings</i>	39	11	0.8	0.6	2.2	1.2	13,972	11	701	656	669	675
<i>strip-new</i>	64	15	3.6	4.1	1.1	2.9	25,440	15	1,124	1,131	1,096	1,117
<i>ctags</i>	19	19	0.9	1.0	0.7	0.9	26,012	20	539	455	322	439
<i>lighttpd</i>	1.4	1.2	0.5	0.1	-	0.3	89	1.2	12	20	-	16
<i>vsftpd</i>	1.3	1.1	0.2	0.1	-	0.2	69	1.1	4.1	5.3	-	4.7
<i>pscp</i>	15	4.2	0.5	0.3	0.4	0.4	2,304	4.3	116	138	149	134
<i>psftp</i>	15	4.3	0.5	0.3	0.4	0.4	2,319	4.3	117	142	153	137
<i>puttygen</i>	2.4	2.6	0.5	0.3	0.2	0.3	555	2.8	41	50	29	40
<i>cgtest</i>	6.4	1.8	0.6	0.2	0.3	0.4	310	1.9	35	46	32	38

Evaluation (3)

- May be susceptible to a distortion attack (semantic preserving code transformation)
- Robust to operand distortion
- Function Relocation
 - Significant challenges to adversaries in practice (Function boundary detection on a stripped binary)

Program	stripped binary		
	Precision	Recall	F1 Score
<i>400.perlbench</i>	0.828	0.611	0.703
<i>403.gcc</i>	0.804	0.576	0.671
<i>433.milc</i>	0.859	0.653	0.742
<i>445.gobmk</i>	0.830	0.245	0.379
<i>456.hmmmer</i>	0.880	0.505	0.642
<i>458.sjeng</i>	0.777	0.626	0.693
<i>464.h264ref</i>	0.856	0.693	0.755
<i>482.sphinx3</i>	0.843	0.594	0.697
<i>addr2line</i>	0.827	0.401	0.540
<i>ar</i>	0.832	0.414	0.553
<i>bfdtest1</i>	0.816	0.396	0.533
<i>cxxfilt</i>	0.836	0.406	0.547
<i>nm-new</i>	0.843	0.421	0.562
<i>objcopy</i>	0.826	0.464	0.594
<i>objdump</i>	0.818	0.475	0.601
<i>ranlib</i>	0.798	0.400	0.533
<i>size</i>	0.840	0.406	0.547
<i>strings</i>	0.803	0.393	0.527
<i>strip-new</i>	0.831	0.470	0.600
<i>ctags</i>	0.845	0.576	0.685
<i>lighttpd</i>	0.799	0.735	0.766
<i>vsftpd</i>	0.854	0.791	0.821
<i>pscp</i>	0.802	0.621	0.700
<i>psftp</i>	0.791	0.622	0.697
<i>puttygen</i>	0.780	0.515	0.620
<i>cgtest</i>	0.789	0.524	0.630

What we have not talked about

- **Current limitations of SoftMark**
 - Binary packing: unpack required
 - Semantic-preserving code transformation
 - Opcode distraction may lower a survival rate
- **Collision with a function relocation**
- **Constraints on function relocation with CCR**
- **Capacity of other existing techniques**

Please read our paper!

Conclusions

- **Stealthier and robust watermark scheme**
- **Negligible performance overhead**
- **Reasonable capacity**
- **Practical and efficient in watermark embedding and extracting**



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Thank you

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